

N64 THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!
POKéMON SPECIAL! STARTS PAGE 35!
ZELDA SEQUEL!
FIRST EVER SHOTS OF N64 FOLLOW-UP!
N64
MAGAZINE
ALL THESE GAMES TIPPED!
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POKéMON!!
It's finally here! Reviewed only in planet GAME BOY
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ISSUE 33

♠ACE INSURANCE♠

Motoring incident claim form

Please fill in all sections to ensure speed and efficiency in processing your claim. It may be necessary for further claims to be made out upon review of this one. You are reminded that this document represents a legal statement made by yourself and may be used as testimony in legal proceedings against any and/or all protagonists.

NAME: James Gray

ADDRESS: 2 Kitchener Rd, High Wycombe, Bucks

DATE OF BIRTH: 1/4/70

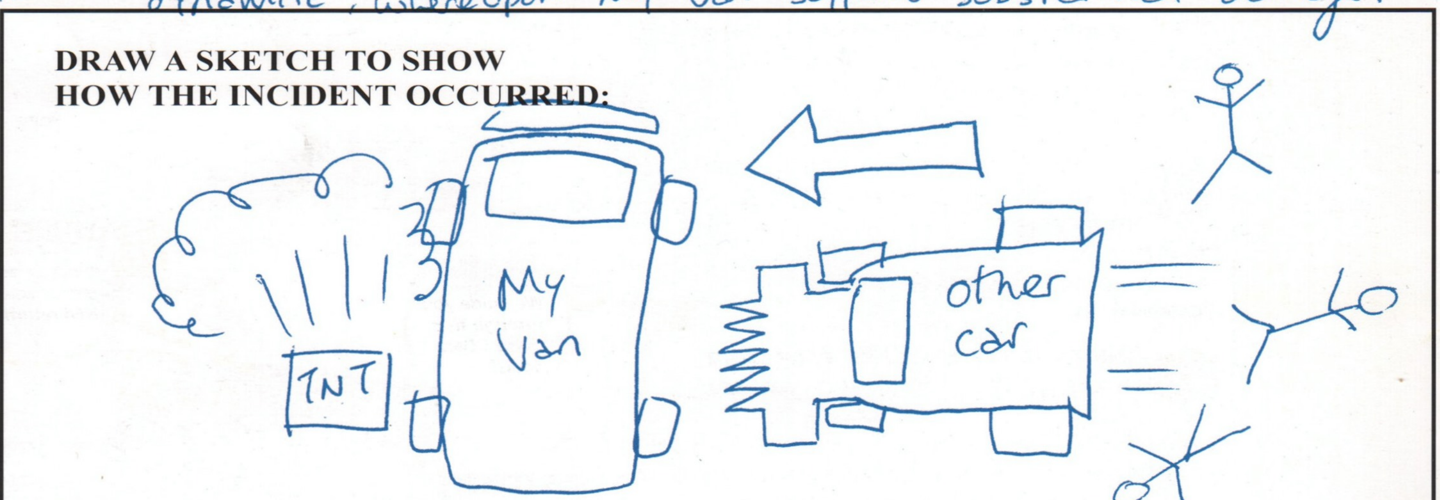
DRIVING LICENCE No: GRAYJ 706230 G99KE

TYPE OF CAR: camper van

PLACE AND TIME INCIDENT OCCURRED: Friday 5th July 1999 6:30pm approx.

GIVE A BRIEF DESCRIPTION OF THE INCIDENT: I was quietly driving along when a red car covered in spikes turned sharply out into the road. It ran over some pedestrians. then switched on an electro-bastard death ray incinerating some more. it then crashed side on into my vehicle, pushing me onto a box of dynamite, whereupon my van suffered substantial damage.

DRAW A SKETCH TO SHOW HOW THE INCIDENT OCCURRED:

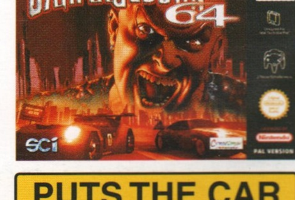


I CONFIRM THAT ALL INFORMATION GIVEN IS CORRECT (Sign & date):

James Gray

5/7/99





OFFICIAL! N64 MAGAZINE

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To find out why it's going to be fantastic jump to

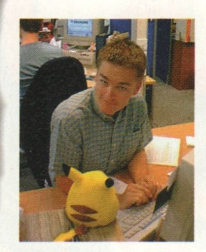


THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

WELCOME TO N64 MAGAZINE

At 140 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; here's why...

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.



Like a whole new world...

Ever since we first broke the news of its existence in **N64**/17, *Hybrid Heaven* has captured your imagination with the promise of nerve-shredding alien environments and rip-roaring battle action. **And now, finally, it's here. Thankfully, you've just picked up the magazine with the world's first ever review. And it starts on page 46.**

Actually, it's been monsters all round in the past 30 days. As Jes battled hybrids, Mark flew out to Texas to fight aliens in the new *Turok* game, *Rage Wars*. As you'd expect, we've got the first shots, and you're only two pages away from seeing them. In keeping with the mag's extra-terrestrial flavour this month we've also got exclusive new screenshots of *Perfect Dark*'s staggering multiplayer (where you can stave off an amazing *seven* bulbous-headed ETs) and the first ever play of the space-set wonder that is *Jet Force Gemini*. Tip top.

Have a great month!

Tim Weaver
Editor

Just look what we've got for you this month!

Look out for this little chap on N64's covers every month to know that you're buying the biggest and best Nintendo magazine there is.



Flip to page 138 for a full index of this month's contents!





N64 THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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REGULARS





N64 ARENA — Starts on page 44

UK releases, reviewed, rated... and completed!



IMPORT ARENA — Starts on page 68

The latest Japanese and American games.

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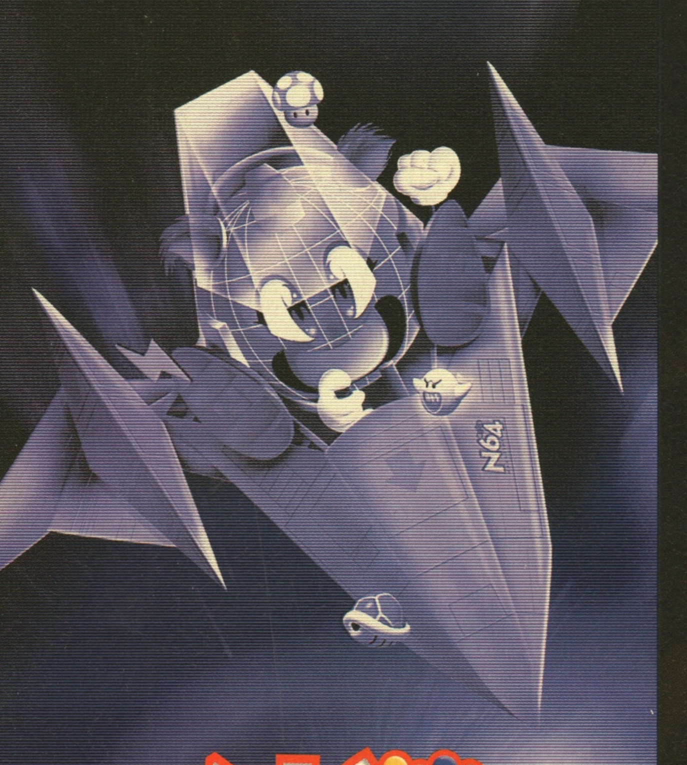
N64 Magazine FUTURE LOOK

Your first look at the *BIG* new N64 games!

Starts on page 6





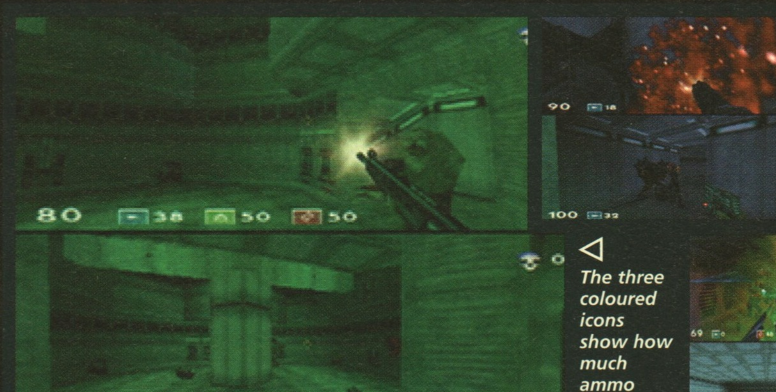
N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!



The blood flows freely in Rage Wars. Bring a mop.

Player three is using the default Warhammer. It's rubbish.

The three coloured icons show how much ammo you've collected.

TUROK: RAGE



The Inflator, as wielded by player three, expands enemies until they pop.

The red flash when you're hit is informative, but incredibly annoying.



INFO BURST

TUROK: RAGE WARS

FROM:	Acclaim
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

USA	UK	Japan
19th November		TBA

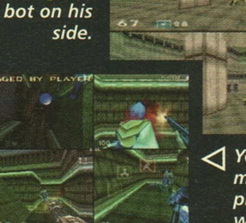
ANTICIPATION RATING





Swimming is pleasant, but you're restricted to the non-explosive weapons underwater.

Player two's got a bot on his side.



You can just make out player four's weapon wheel.

There's no question that Acclaim are a talented bunch. But when it comes to multiplayer deathmatches, the likes of *Turok 2* and *South Park* trail behind the frantic brilliance of *GoldenEye* and *Quake II*. With *Turok: Rage Wars*, however, that's all set to change, as we found out when we were invited for an exclusive peek at the game, over at Acclaim's swanky HQ in Austin, Texas.

Effectively, *Rage Wars* (formerly known as 'Bloodlust') is *Turok 2* with the one-player 'story' mode ripped out. There *is* a single player deathmatch, where you can tear the heads off computer-controlled opponents and earn extra weapons, but Acclaim describe this as a 'glorified training mode', providing practice for when you enter the arena against human competitors. Make no mistake – if you can't find three bloodthirsty friends, *Rage Wars* isn't for you, which is why Acclaim will almost certainly price the game cheaper than usual to compensate for the lack of one-player thrills.

There are 17 playable characters in total (including Adon, the Raptor and Turok himself), but, uniquely, each is restricted to using only some of the 22 weapons available. The idea is that you'll choose your character and arsenal the first time you play, then save to the memory card and re-use your set-up for all subsequent deathmatches. To encourage this, there's a host of awards, power-ups and extra guns to be earned over successive tournaments, turning your chosen character into a formidable killing machine.

The weapons are as frighteningly destructive as we've come to expect from Mr Turok and friends. Along with the usual tek bows, shotguns and grenade launchers, there's the Inflator, which expands your opponent's body to exploding point, and the Chest Burster, which allows you to infest a player with alien larvae, then cackle menacingly as it erupts bloodily from their convulsing stomach. Interestingly, each weapon has a B-activated second function – the shotgun acquires a devastating quadruple-fire mode, while the Emaciator (which usually spits out weedy blue sparks) pumps giant electrified bolts into your unlucky enemy.

VISUALS *...infest a player with alien larvae and then cackle menacingly as it erupts bloodily from their convulsing stomach.*

Thankfully, *Rage Wars* irons out many of the problems associated with *Turok 2*'s disappointing multiplayer game. Tight, well-lit levels and an end to *Turok*'s wildly-spinning sights make for some of the most hectic deathmatches we've played – 40 kills in five minutes isn't uncommon. The computer-controlled opponents (only 50% complete in the version we saw) were disappointing, having trouble reacting to hits and finding their way around the levels, but once that's fixed the prospect of up to four bots in each game (*in addition* to the four human competitors) is an exciting one.

Our only worry is *Rage Wars*' frame rate, which dips worryingly when things get busy. Acclaim have less than a month to put that right, but if they do, *Rage Wars* should prove a fitting instalment in the superb Turok series.



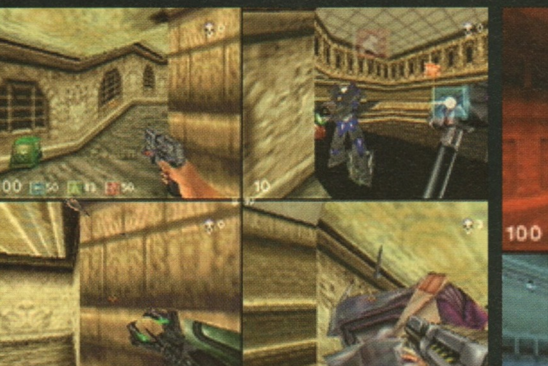
WARS 'rok of rages





The character's faces are incredible – see player two's display for more details.

The top-right of your display tells you who you've killed.







Those Cerebral Bore-style sights are used for aiming Rage Wars' boomerang.

The castle stage provides a welcome break from techy interiors.

Look – there's Turok himself in the top-left corner. Hiya!

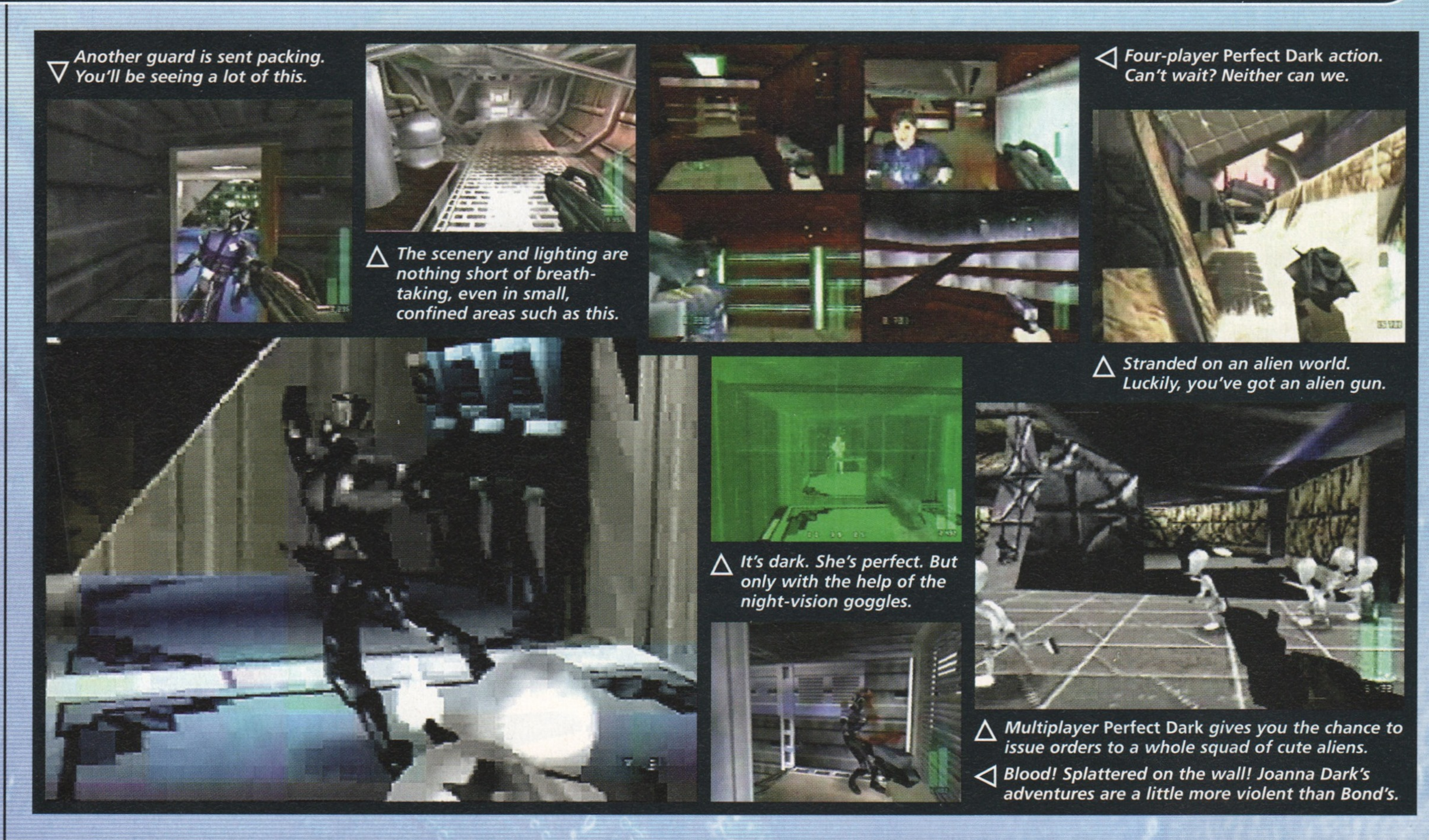
Yikes! That'll be a burst of laser fire, then. Run away as fast as you can.

Giant green explosions: bad for your health.

Unlike in GoldenEye, you can drop off the ramps.

TO BE CONTINUED... More news on *Turok: Rage Wars* next month. Oh, yes.

MORE EXCLUSIVE SHOTS OF THE N64'S MOST ANTICIPATED GAME!



Another guard is sent packing. You'll be seeing a lot of this.

The scenery and lighting are nothing short of breath-taking, even in small, confined areas such as this.

Four-player Perfect Dark action. Can't wait? Neither can we.

Stranded on an alien world. Luckily, you've got an alien gun.

It's dark. She's perfect. But only with the help of the night-vision goggles.

Multiplayer Perfect Dark gives you the chance to issue orders to a whole squad of cute aliens.

Blood! Splattered on the wall! Joanna Dark's adventures are a little more violent than Bond's.

PERFEC

Four months. Just four short months until you can stroll into the shops, hand over a wad of cash, and head home with the *Perfect Dark* cartridge in your trembling hands. If your sense of anticipation is as feverishly high as ours, that four month period is going to seem more like four *years*, but we've got our mitts on another set of pictures to help that agonising wait pass by a little quicker.

INFO BURST

PERFECT DARK	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	TBA
RUMBLE PAK:	Yes
GB PAK:	Yes

WHEN'S IT OUT?
US: December · UK: December · Japan: TBA

ANTICIPATION RATING: 5/5

Although *Perfect Dark*'s roots in the *GoldenEye* game engine are still apparent, the game's rising number of unique features are distancing it further and further from Rare's earlier title. The weapon select, for example, now resembles the system used in *Turok 2*, with each gun selectable from an on-screen menu. Weapon re-loading, too, is much-improved – the hands of game heroine Joanna Dark visibly click new ammo packs into place, and slide arrows into a crossbow before planting them in the back of a guard's head.

The space-age scanner is also evolving. Back in **N64**/30, we mentioned how it allows you to home in on objects and garner information on them. But what we hadn't noticed until now is that it also assigns numbers when there's more than one item on-screen. So, as we fired away at a trio of guards, each was singled out with a green box and a digit from one to three, allowing us to recognise which piece of on-screen info corresponded with which guard. Neat.

As the release date draws nearer, a clearer picture is emerging of exactly what Joanna has to *do*. We've now seen her searching an aeroplane cockpit, receiving orders not to kill unarmed civilians – echoes of *GoldenEye*, there – and battling a bullet-spraying spacecraft which hovers outside a window in the DataDyne building. There's also the usual interaction with computer terminals and switches, enabling Joanna to activate lifts, download data and – brilliantly – turn off the lights and plunge a level into enemy-confusing darkness. That'll explain Joanna's night-vision goggles, then…

VISUALS ***Perfect Dark's most astonishing feature is still the ability to map your own faces, or those of your friends, onto the in-game characters.***

But *Perfect Dark*'s most astonishing feature is still the ability to map your own faces, or those of your friends, onto the in-game characters. It's a simple process – after taking a picture with the Game Boy Camera, it's scanned into the game (by hooking the Camera up to an N64 controller using the new GB pak). It then takes a few seconds to

You can look out of the window onto a stunning skyscraper skyline.

Doesn't look quite as pretty as she did on our July cover, does she?

AGENT NAME: Joanna Dark

The welcome return of GoldenEye's John Woo-style double-gun mayhem.

The new Turok-style weapon select is incredibly easy to use.

A scene from the game's intro. A beauty, ain't it?

Every ammo clip slides in with a satisfying click.

While the clueless guard stares, Joanna prepares the crossbow.

T DARK

21st century girl

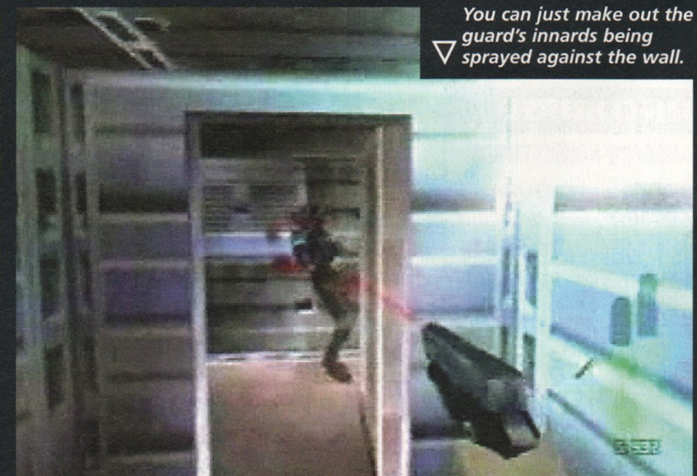
cut the face out of the rest of the photo and stretch it onto a blank 3D model of a head, after which skin colour, body size, hairstyle and clothes can be altered. And that's it – the digitized you is ready to scamper around in the single or multiplayer game.

Once again, we're only touching on the treasure trove of goodies that Rare have crammed into the game. We haven't mentioned the fully-customisable controls, the way lightning illuminates entire areas, or the ability to push crates around by shooting at them, because there's simply not enough room to detail every ground-breaking feature that *Perfect Dark* is set to offer. We can't wait to get our hands on a finished copy. Only four more months…



Vehicles will be laying into you as well as people. Worrying.

The auto-aiming guns are back, too. This one's aimed for the groin.



You can just make out the guard's innards being sprayed against the wall.

TO BE CONTINUED… We'll keep you updated on all the *Perfect Dark* snippets that leak out of Rare's HQ over the coming months.

FIRST EVER PLAY OF INFOGRAMES' GAMING CLASSIC!

◁ You don't get the original Vietnam levels, but this is okay.

▽ One quick airstrike and those are four dead worms.

△ Death explosions are bad news.

See how soft the landscape is. Nice crater. ▽

△ Obviously time for a giant floating goat.

The Uzi is a top weapon for administering personal justice. ▷

WORMS AR

vigilante invertebrate



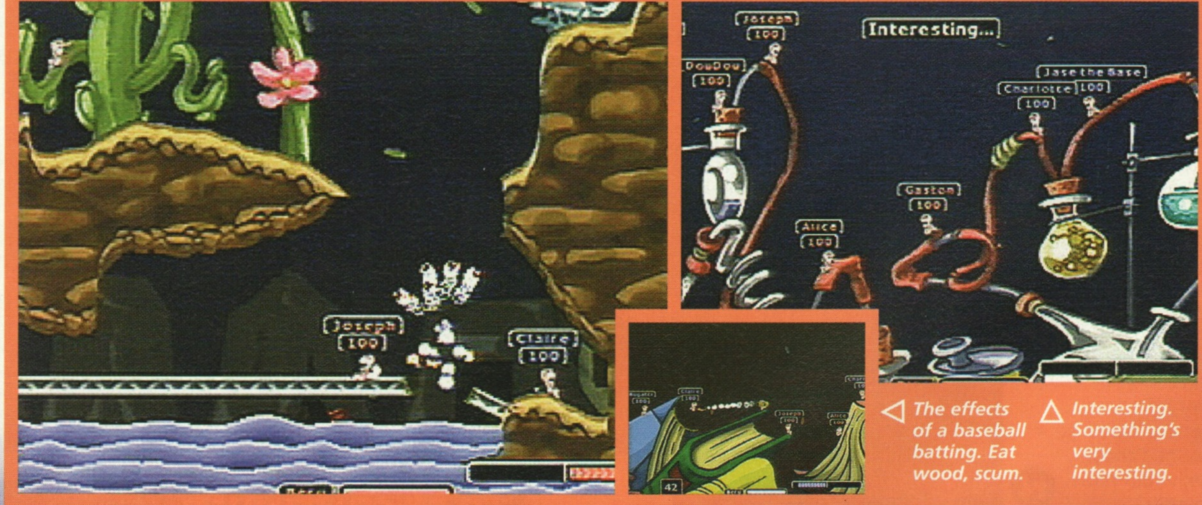
INFO BURST

WORMS ARMAGEDDON	
FROM:	Infogrames
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

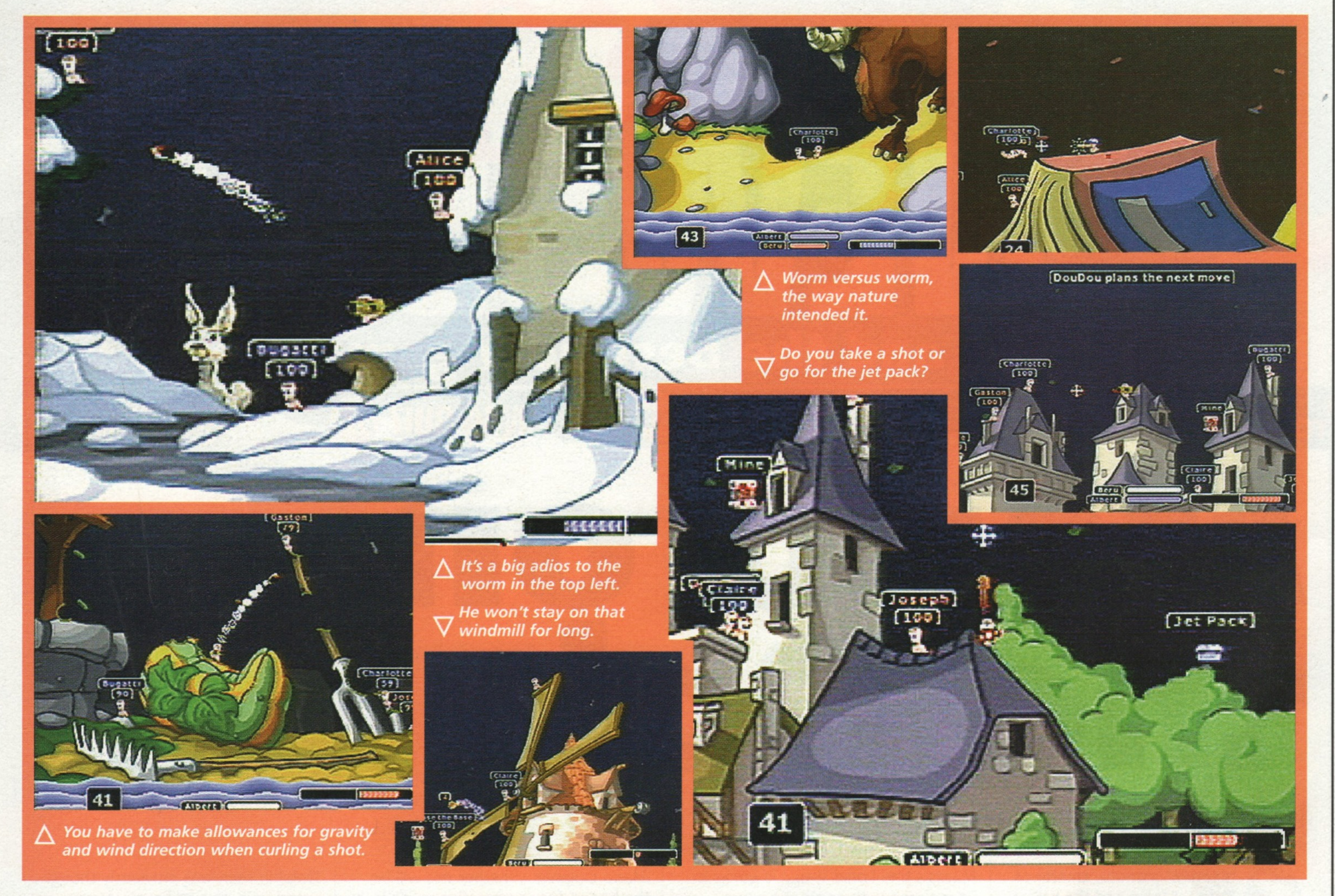
US	UK	Japan
November		TBA

ANTICIPATION RATING



◁ The effects of a baseball batting. Eat wood, scum.

△ Interesting. Something's very interesting.



△ Worm versus worm, the way nature intended it.

▽ Do you take a shot or go for the jet pack?

△ It's a big adios to the worm in the top left.

▽ He won't stay on that windmill for long.

△ You have to make allowances for gravity and wind direction when curling a shot.

MAGEDDON

One word, to be read aloud in a squeaky, sing-song voice: "Incoming!" If you instinctively steeled yourself in anticipation of an imminent grenade/face incident, then you're probably a veteran of Infogrames' classic *Worms* games.

The latest instalment, *Worms Armageddon*, is the first to appear on a Nintendo machine since 1995's fairly dodgy Game Boy version. The basic gameplay remains the same as ever, but the N64 pad gives precision control that even the PC versions lack, making worm slaughter as simple as possible. The analogue stick moves the camera to any part of the map, the C-buttons move your worm around, and the trigger fires your weapon.

For the uninitiated, *Worms* is a turn-based combat game for up to four players. Using a mixture of strategy and marksmanship, you have to keep your quartet of worms alive for as long as possible and dispose of as many enemies as you can. Each turn lasts up to a minute, during which time you can move one of your worms to a better position and use one weapon or special ability. The old favourites such as the bazooka, cluster bombs and exploding sheep are all in there, along with baseball bats, pistols and some bizarre new attacks – a skunk which runs around spraying toxic gas and an exploding OAP amongst others.

MASTERY *The old favourites such as bazooka, cluster bombs and exploding sheep are all in there... plus some bizarre new attacks.*

With four players, *Worms* has always been one of the best party games around. The turns system means you have to make every move count, so experienced wormers will spend the early rounds digging in or building backboards to bounce grenades off. Of course, there's no escape from the nuclear sheep or the dreaded banana bombs, and in *Worms Armageddon* your wrigglers are now highly flammable. In fact, just about anything can fry them, from shrapnel thrown off the soft landscape, to the death throes of a stricken worm.

Worms Armageddon includes a training mode so you can brush up on your shooting skills, a deathmatch option and some solo missions to tackle. You can also rename your team and save your stats as a league table, ensuring some long-lasting multiplayer fun. Bizarrely enough, you can choose what type of headstone you want on your team's graves. As a one-player game though, it's a bit too tricky – the computer worms are capable of using the wind to curl a rocket down your bolt-hole from three screens away. Hardly fair, but that's the way *Worms* has always been.

Hopefully, Infogrames will dumb down the computer's intelligence so that mere humans stand more of a chance. But it looks great already anyway. The cartoon graphics are chunky and smooth, and the voice samples add atmosphere to what will be one of the N64's most unusual multiplayer games.

TO BE CONTINUED... More on the battling annelids in the very next issue.

Mario on the Dolphin!

Shigsy reveals Mazza launch game!

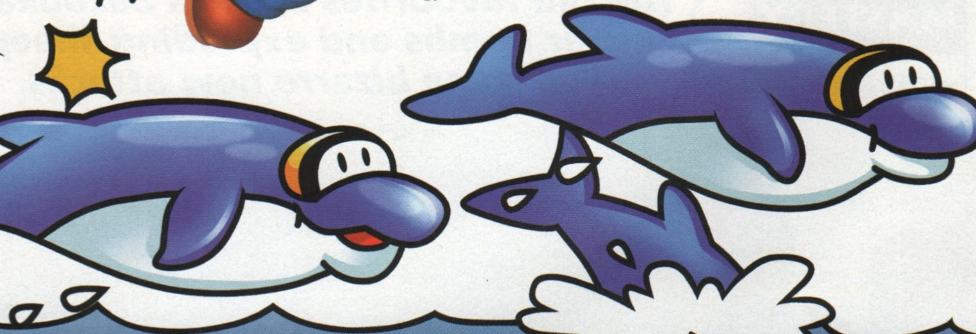
Shigeru Miyamoto, creator of *Zelda*, *Mario* and the brains behind just about every major Nintendo release since the dawn of time, has finally confirmed what the videogaming world had been waiting for – that *Mario will* appear as a launch game for the Dolphin.

Intriguingly, though, Shigsy suggested it would be *Mario* "with a difference". Apparently, Nintendo's gaming mastermind reckons Mazza and Luigi have become a little "too cutesy" over the years, so *Mario* Dolphin will see a change in direction for the plumbing twosome. As The Shigster himself comments, "we'll see a completely new side of Mario on Dolphin". It's difficult to see exactly *how* the moustachioed plumber is going to appeal to a more adult audience, although, in his typical not-giving-anything-away manner, Shigsy *did* say that Mazza's traditional V-sign is going to be replaced with another gesture.

Quite what this could be is anyone's guess. Ideas in the **N64** office included Mazza appearing at the start of the game and pulling out a flick knife, or Luigi 'tooling up' with a couple of shotguns and spattering the screen in bullet holes. Both seem unlikely, but who knows what kind of changes the chirpsome pairing might be undergoing?

Additionally, it seems the two-player set-up that Shigsy has reportedly had running will be implemented for *Mario* Dolphin. Whether this will be the hoped-for co-operative mode is, as yet, unclear but despite Mario most definitely being the hero of the game, 'Motes has also commented, "if an onlooker were to see the game, he'd probably think that Luigi is the main character".

Mmm. Interesting. So, then, it seems that Nintendo are investing more energy in Dolphin than was previously thought – and with no significantly large games on the horizon from the big N themselves (and Rare providing 1999's biggest games for them), the Kyoto-based company look like they're striving to hit the October 2000 release date they've set themselves. Making this deadline is certainly looking more likely than ever, with companies like Acclaim and Infogrames committing themselves to the machine almost on a daily basis. Indeed, our **N64** spies in Japan tell us that two big industry names have gone on record as saying that they believe Dolphin *will* be ready for late 2000. Ooooh, it gets more exciting by the day...



SHORT CUTS

SHADOW-TAGE!

Ooops. It seems that Andrea's Mac suffered from The Dreaded Curse of Shadowman™ last month, as the question from the *Shadowman* competition was missing. Sorry about that.
So, if you want to win the sensational backdrop to the *Shadowman* tips video, plus a copy of said video, answer the following question:
Name the three Gads, and what they do.

Entries can be sent to:
Me and my shadow, man,
N64 Magazine,
30 Monmouth Street
Bath, BA1 2BW
Nine runners up will each receive the video, a poster and an Acclaim goodie bag.



MARIO CAR 64

Here's a thing. American technology company Visteon have developed a 'Rear Seat Entertainment System' for cars, which incorporates a VCR, N64 and tiny 6-inch LCD screen. So far, it's only planned as an optional extra for American motors (such as the stupidly-named Ford Winstar and Mercury Villager), but if it's a success it shouldn't be long before UK car-owners get to experience back-seat Nintendo action.

NSIXTY-MORE!

Yep, once again **N64** has notched up a wondrous ABC – the official figures that show how many magazines we sell each month. This time round, we've clocked in at a staggering 82,867 copy sales *every single month*. And who do we thank for this? You, of course! You're the reason **N64** is, far and away, the UK's best-selling independent Nintendo magazine. And who knows, soon we could be the UK's best-selling Nintendo magazine *full stop*...

Spaceworld line-up announced!

Next month, we'll be sending Wil over to Tokyo to report on Nintendo's very own game exhibition, and grabbing all the news – and screenshots – that are fit to print. There'll be a whole host of top titles appearing at the show, including – brilliantly – *Zelda Gaiden on cartridge*. Coincidentally, this is also down for a PAL release early next year. Here, then, to whet your appetite, is just a taster of the games you can expect to see appearing in the mag over the coming months



On cart

- Zelda Gaiden (page 14)
- Super Mario RPG 2
- Donkey Kong 64
- Custom Robo
- Perfect Dark
- Mini Racers
- Daikatana
- On & Off Racing
- WinBack
- Top Gear Hyperbike
- Mother 3
- Jet Force Gemini
- Kirby 64
- Excitebike 64
- Mario Party 2
- Baku Bomberman 2
- Destruction Derby 64
- Gauntlet Legends
- Road Rash 64

Quite a selection, eh? Although, upsettingly, there's no sign of *Metroid*, which we think is probably destined to appear on Dolphin. And speaking of Dolphin, we'd be very surprised if Nintendo don't show at least a little of what their PlayStation 2-beater can do... best make sure you don't miss the next issue of **N64** Magazine, eh?



Zelda returns to Game Boy!



We've just had details of another *Zelda* Game Boy title that'll be appearing at Spaceworld. It's called *Zelda: Fushigina Kinomi (Fruit of the Mystical Tree)*, and Wil's going to tell us all about it next month. Could it be something to do with the Deku Tree, perhaps? Hmmm...

Believe it or not, Nintendo are currently working on *three* new *Zelda* games for the Game Boy. Yup, *three*. Three! That's fantastic, yes? Certain story elements will be handled by developers Flagship, with gameplay by Capcom, of all people, and NCL. Early rumour has it that we may be in for conversions of the NES and SNES *Zeldas*, which would be ace.



THE 'BOY CAN PLAY

Remember last month's news that the Game Boy Color will soon be able to hook up to the Internet, using a mobile phone? According to sources deep within Nintendo, that's not all. Using the system, you'll be able to download MP3s – CD-quality songs which are scattered all over the Internet. By storing these MP3s on the N64's 64DD, you'll be able to turn your Nintendo into a personal jukebox. Exciting? Oh, yes.

HOWARD'S AWAY 2

As we revealed in N64/30, Nintendo of America's Chairman, Howard Lincoln, is set to step down in February. Since then, it's transpired that his post *will* be filled – most likely by the CEO of an American baseball team. John Ellis, chairman of the Seattle Mariners, is tipped to take over when Howie leaves on his birthday, February 14th. Interestingly, Mr Lincoln is a co-owner of the self-same team. Fact!

There are more SHORT CUTS on page 16 GO! GO!



First shots of Zelda Gaiden!

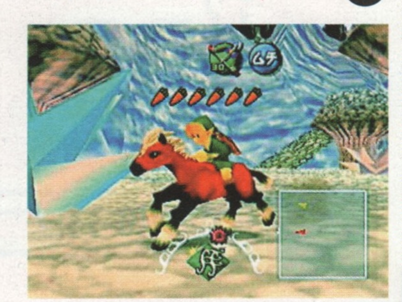
STOP PRESS!

First pics of the sequel to the Best Game Ever™!

If you're wearing a hat, hold on to it – just as we were going to press this month, these three shots of *Zelda Gaiden* appeared, as if by magic.

Although we don't, as yet, know too much about the game, these pics give away some tantalising details – for instance, it looks as if, somehow, young Link gets to ride Epona. And what's that dial at the bottom of the screen? It looks like a sundial, thus suggesting that you'll somehow be able to manipulate the time of day in ways other than using the Sun's Song. Also, look closely at one of the shots and you'll see what looks like a Deku Scrub on one of the C-buttons. Intriguing, eh?

We'll have full details of the game next month, thanks to Wil's Spaceworld report. In the meantime, be very excited. The Best Game Ever™ is getting a sequel, of sorts, which has got to be brilliant, brilliant news. We simply can't wait.



Young Link on Epona. You can't do this in Ocarina of Time – so how do you get to do it in Zelda Gaiden?

Zelda Gaiden is looking pretty sweet, don't you think?

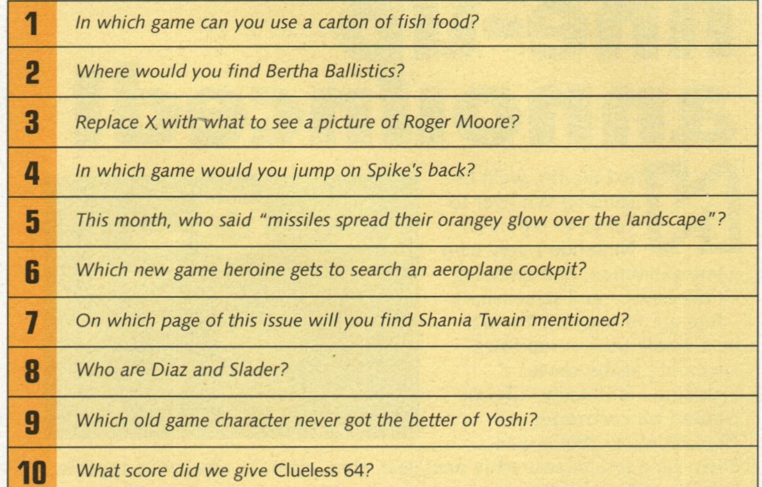
Looks like a bipedal Gohma, this. Intriguing.

The N64 Magazine Quiz

WIN!! £50!!

Roll on up for fifty quid's worth of questions...

Fifty pounds? Gasp! That's the hefty chunk of cash you could be stuffing into your wallet if you answer all ten of these tricky posers correctly. We're not exactly sure what fifty pounds looks like – Tim only pays us £2.66 a year, and that's in Argos gift vouchers. But we're still happy to hand over five £10 notes to the first lucky reader we pick out of the hat. So happy, in fact, that we laugh. Like this: Ha-ha!



1	*In which game can you use a carton of fish food?*
2	*Where would you find Bertha Ballistics?*
3	*Replace X with what to see a picture of Roger Moore?*
4	*In which game would you jump on Spike's back?*
5	*This month, who said "missiles spread their orangey glow over the landscape"?*
6	*Which new game heroine gets to search an aeroplane cockpit?*
7	*On which page of this issue will you find Shania Twain mentioned?*
8	*Who are Diaz and Slader?*
9	*Which old game character never got the better of Yoshi?*
10	*What score did we give Clueless 64?*

HOW TO ENTER

As easy as washing a spider down the plughole. Send the completed form to:

Good Golly Quiz Folly: Doctor Octopus, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

Rules
1. The closing date is 26th September.
2. Employees of Future Publishing are not allowed to enter.
3. The winning entry will be plucked from Mark's big boots.
4. The Editor's decision will be the very final one.
5. Look! I'm Zippy Longstocking!

Last month's winner was:
Josh Ellis, Bradford

The N64 Quiz *My answers are as follows:*

1. ______ 6. ______
2. ______ 7. ______
3. ______ 8. ______
4. ______ 9. ______
5. ______ 10. ______

Good, no? Oh, and you'll probably be wanting this too...

Name ______ *Address* ______

______ *Postcode* ______ N64/33

NEW GOODS

GAMESTER ESSENTIALS

Gamester • £15 • 0171 323 3340

Game Boy add-ons have traditionally ranged from the sublime (Nintendo's own range of understated wallets and pouches) to the ridiculous (the enormous Handy Boy 'arcade' machine). This pack contains the only accessories you'll ever really need for your GBC – a mains adaptor, a rechargeable battery, and a protective pouch. The pouch straps around your waist, which isn't so hot, but at least it'll keep your screen unscratched – far better than shoving your GB in your pocket with a bunch of keys. The battery pack even gives your machine a sexy pair of rubber buttocks. Cool.

82%

GB WALLET

Gamester, £6, 0171 323 3340

If you care about keeping your Game Boy in good nick, you need a wallet to keep it in. This one comes in funky colours, with a big rubber Gamester logo on the front, and it does the job as well as anything else on the market. Stored inside one of these little beauts, a Game Boy can expect to enjoy a long, happy, dust-free life. There's even a keyring attachment for the gadget-conscious.

85%

LIGHT MAGNIFIER

Gamester, £6, 0171 323 3340

We've never really understood the point of these. If you have so much trouble seeing the screen that you need a magnifier to play your games, your fingers are probably too gnarled and arthritic to hold a Game Boy anyway. This magnifier for GB Pocket models is one of the smaller ones available and it lights up with the aid of a couple of batteries. There's a bit of distortion at the edges of the screen, but it's the only way to play Pokémon under the duvet.

70%

PASS THE POKÉMON

£3 from the Japan Centre Bookshop, Piccadilly

A few years back there was a brief craze for a game called *Pass the Pigs*. You had two little rubber pigs, which you shook up and threw on the ground, with different points awarded according to how they landed. This is a *Pokémon* version, available with a number of different monsters. The scoring chart is all in Japanese, but as far as we can tell, there's no equivalent to the ultimate *Pass the Pigs* score – Makin' Bacon.

80%

VIBRATING PIKACHU

Project K, £10, 0181 5081328

Here's one of the most disturbing pieces of *Pokémon* tat we've seen. You pull a cord from Pikachu's rear end and he vibrates for about ten seconds. It's quite a powerful vibration too, strong enough to make his soft yellow body gyrate if you place him on a smooth surface. We've recorded a distance of 8cm from one full vibration. Why does Pikachu vibrate? Who knows. But when he glides across the table towards you, he looks scarily like a fluffy, upholstered zombie.

75%

POKÉMON EVOLUTION PACK

Project K, 0181 5081328

This is a great idea. A set of two quality models showing Rattata and its evolved form, Raticate. Hopefully Tomy will market a full set of them over here, because we'd dearly love to have the whole gang lined up around the office, showing the progression from Bulbasaur to Venusaur, Squirtle to Blastoise, Pikachu to Raichu and all the others. Still, there's not too much longer to wait until we get our own line of *Pokémon* merchandise in the UK.

80%





WIN!

GAMESTER GAME BOY ACCESSORIES



We've got *loads* of Game Boy bits and pieces to give away, courtesy of Gamester. There are 10 Gamester Essentials packs, 10 GB Color Wallets, 10 GB Pocket Wallets, and 10 Light Magnifiers. We'll be splitting the goodies between 40 lucky readers, and all you've got to do to be in with a chance of winning is answer this question:

How many Pokémon are there?

Answers on the back of a postcard to: **Monster Mash, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.** And make sure your entry reaches us by the 8th of October. Tell us which type of Game Boy you own so we know which goodie to send you.

GO! GO!



POD ALMIGHTY

Poor old Will might have been disappointed by it, but The Phantom Menace has cleaned up at the box office. And the exciting pod race sequence has had a knock-on effect on sales of LucasArts' *Episode 1 Racer* – the game has shot up from number 9 to number 5 in the all-format game charts.

'RASSLE HASSLE

Book publisher Brady Games have landed themselves in a bit of a pickle with software giant Acclaim. Brady's unofficial *WWF Attitude* strategy guide was based on an unfinished version of the wrestling title, and subsequently contained button-presses, moves and screenshots that don't actually appear in the final game. Acclaim reacted by issuing a press release which discouraged anyone from buying Brady's guide and the publishers were forced to recall copies of the book and also offer refunds to anyone who'd already gone out and bought it. Ouch!

TIME FOR TEE

If you're itching to get your hands on information on NIntendo's forthcoming *Mario Golf* (which we awarded a whopping 90% on import in N64/31), you could do a lot worse than head over to Nintendo's excellent Internet site, at http://www.nintendo.com/. It's beautifully-designed, with animation all over the shop, and a detailed look at every aspect of the game. There's even a crazy golf game to play, and – when the game's released here in October – the opportunity to check how your scorecard matches up with other players around the world. Nice.

RETROWORLD

Jason Moore's choice tips for N64 collectors.

New collectors have good reason to feel hard done by. In the early 90s it was easy, the more you travelled, the more you found. About eight years ago, I actually chose *not* to purchase two Nintendo Game & Watches – *Crab Grab* and *Spitball Sparky* – because they didn't have any battery covers. I never found either of these machines again, and in good condition they'll now fetch around £80 each.

Sadly, the days of finding such rarities are long gone, but with luck you might still find something intriguing. So, what should you collect? Well, as you're reading **N64** Magazine, it might be safe to assume you have some interest in Nintendo. There's usually an abundance of NES games about and some of them, such as *Parodius*, were only ever released in the UK, which means they're of considerable value to Japanese and American collectors.

It's also worth considering whether the games had cult status or successful sequels. The JVC version of Star Wars is of interest to Retrogamers and Star Wars fans alike. Konami's *Metal Gear* and *Snake's Revenge* have soared in value thanks to *Metal Gear Solid*'s success on the PlayStation, and the *Castlevania* games are now highly desirable thanks to their continuing series.

Don't just be motivated by resale value alone though – a NES system, with *Mario 3*, *Zelda* and *Metroid* should still be capable of keeping any gamer happy for a good few months.

Jason Moore's Retrogames shop is now open at:
47 Church Road, Hendon, London, NW4 4EB Tel: 0181 203 8868

Find out what Miyamoto and Rare were up to before the N64 was born.

MARIO BROS
Nintendo • 1983

Before the side-scrolling brilliance of *Super Mario Bros* turned gaming on its head, Miyamoto brought this two-player *Mario* extravaganza to arcades. A simplistic, single-screen platformer, *Mario Bros* introduced some of the most recognisable elements of the feisty plumber's universe – if you're wondering exactly when Mario started

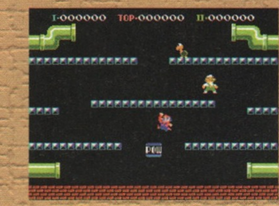


bashing his head on floating bricks, then look no further.

Mario Bros marked the first appearance of the loveable Koopa Troopas, trotting their way along the game's network of platforms and generally minding their own business. Mario's job was to head-butt the platforms they stood on, knocking them onto their shells, then to run over and deliver a fatal kick in the stomach as they flailed on their backs. Which is all in a day's work for a plumber, we suppose.

Despite the simplicity of the concept, *Mario Bros* was insanely difficult, thanks to the game's exaggerated inertia. Once Mario was running full pelt, he'd need the full width of the screen to skid to a stop, leading to more than a few embarrassing head-on collisions with an unsuspecting turtle. What happened then set the trend for fifteen-year's worth of platform game death routines – Mario turned to face the camera, leapt into the air and dropped straight off the bottom of screen.

The main strength of *Mario Bros* lay in its simultaneous two-player mode, which introduced Luigi for the first time. With two players careering around the screen, working together to finish off the Koopas while fighting to grab wandering coins, *Mario Bros* was the perfect combination of co-operative and versus multi-playering. And one of the few games where Luigi got the chance to stamp on his cocky brother's head.



RC PRO AM
Nintendo • 1988

Acclaim might think that *Re-Volt* invented the concept of driving around in RC cars, but you need to go back 16 years to uncover the real roots of radio-controlled racing. *RC Pro Am* was developed by



none other than Rare, so it's not a great surprise to find that it was one of the most impressive and enjoyable games available on Nintendo's humble NES console.

There was nothing remarkable about *RC Pro Am* at first sight – the 32 tracks featured mostly simple straights and identical hairpin bends, with scenery no more exciting than the odd speck of yellow grass. But Rare had obviously spent weeks tinkering with the car handling, creating vehicles that could execute hugely satisfying powerslides around every corner – something that was essential to keeping ahead of your opponents, who cheated like computer-controlled cars have never cheated before.

Most astonishing, though, was *RC Pro Am*'s sheer speed – both on and off the track. With no decisions or choices to be made between races (your vehicle was upgraded by running over power-ups scattered around the tracks), each race began almost before the previous one had finished. This, combined with the arcade-style sounds and visuals, made for truly absorbing play.

More than anything though, it was the intensity of the racing that made *RC Pro Am* such a treat. With missiles flying, computer cars whizzing by at impossible speeds and



oil sending competitors skidding into horrific trackside crashes, each championship race was breathlessly exciting, and – on later levels – infuriatingly difficult. A fascinating glimpse into Rare's glittering past.

Mark Green


TAMARA WANTS TO HATE HERSELF FOR LOVING HIM. All Keith wants is a spanking gorgeous Pot Noodle
Pot Noodle Snack
CHICKEN & MUSH
Pot Noodle Snack
'POT' AND 'POT NOODLE' ARE REGISTERED TRADE MARKS OF KNORR NAEHRMITTEL AG

Roadsters Trophy

More shots of Titus' new racer!

After the abject horror of *Superman*, Titus are going to have to pull something pretty special out of the bag to get back in our good books. Luckily, *Roadsters Trophy* looks set to give armchair drivers plenty to smile about.

There are 30 vehicles crammed into the game, mostly chosen from the expensive corner of the car showroom. Ferraris, Jaguars and BMWs are all available, but you'll need to win races and earn money before you can get your mitts on the best motors. Once that's done, you can drive your pride and joy into the local 'shop' to fit upgrades, and tinker with suspension, gearbox ratios and the like.

The racing itself is more simulation than arcade – you'll need to regularly caress the brakes around each of the ten gorgeous tracks, and decide whether to enter the pits for fresh tyres as weather conditions change. But the well-judged handling means it won't take long to bring those huge petrol-guzzlers under your control. Splendid.

Q and A

It's all about the money, then?
Yes. If you don't win (or bet successfully on the outcome of a race), you won't earn enough to enter the next championship, let alone build up a garageful of four-wheeled wonders.



What else can I get for my cash?
You can buy 'nitro kits' for a speed-boost during a race, and upgrade your car's engine, tyres and exhaust to coax the best on-road performance.

So is this a *Gran Turismo* beater?
No. But it should still offer some fast, exciting racing.

INFO BURST

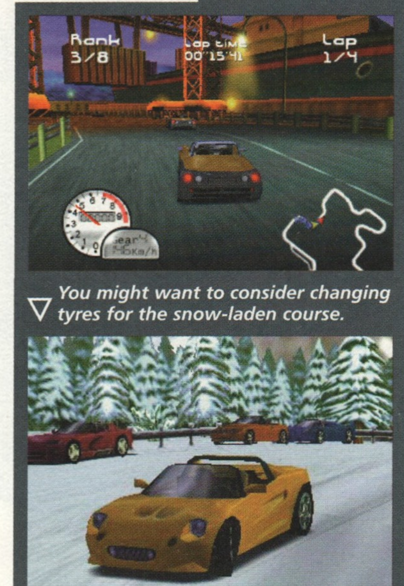
ROADSTERS	
FROM:	Titus
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
October		TBA

ANTICIPATION RATING: 3/5

Win races and you can upgrade to a sportier motor from the car showroom.



You might want to consider changing tyres for the snow-laden course.



Look at those gorgeous waterfalls.

One of the ten tracks – looks a bit like the Grand Canyon.

A bit of Aztec-style racing action. Yayuh!

Can Titus make up for the awful Superman?

Roadsters is nothing if not extremely pretty.



Rainbow Six

Metal Gear Solid? *Pah! This is the real deal...*

When *Rainbow Six* appeared on the PC a year and a bit ago, it impressed a fair few people with its brave, if flawed, mix of super-stealth, tactical planning and Colombian drug barons. So, when developers Red Storm confirmed they would be bringing the game to the N64 and incorporating levels from PC mission pack *Eagle Watch* too, it was time to rejoice.

And the good news is it's very impressive. Admittedly, in the 70% complete version we laid our hands on, there were a fair amount of problems with the control system, and the tactical planning element (where you set out 'way points', or routes, for your team *before* the mission) didn't work at all, but even so… the top secret missions were really intriguing.

Unfortunately, it's hard to judge just how good this version of *Rainbow Six* actually is without the aforementioned tactical planning up and running, as this formed a *huge* part of the PC version. With full 3D maps of each location available, you had to meticulously plan your soldiers' attacks, plotting entry points, splitting them into different teams, and choosing their weaponry (which included rifles, pistols, night vision and fab stun grenades).

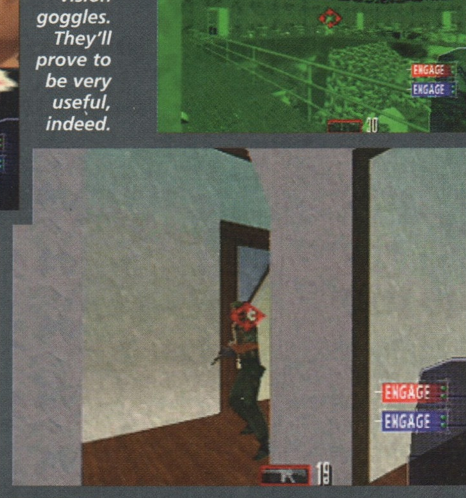
We'll be keeping a close eye on this over the coming months…



Inside the Houses of Parliament with your scarily close SAS pals.

Aaah! Turn a corner and this guy leaps in front of you.

Night vision goggles. They'll prove to be very useful, indeed.



As well as tactical planning, you also have to spend time choosing gear.

Hostages await your arrival, while their terrorist pal lies dead. Nifty.

Lock-on! You can also opt for automatic lock-on, if you fancy.

You can split your team into as many as four different groups.



Q and A

So, how many missions are there?
There are 12, which doesn't sound many but tactical planning takes time so we reckon there should be more than enough to get through.

What do you, well, have to *do*?
All sorts. Raiding South American villas, taking out henchmen in underground installations, storming terrorist-filled European Union bashes, saving innocent amusement park-goers from radical Marxists, there's a bit of everything in there. And the key to success is painstaking planning and masses of stealth.

Stealth, eh? Been a bit overused, hasn't it?
Nah. You can never have enough stealth, especially when it's as tension-packed as this. Make no mistake, this is proper stealth. Creeping around, never ever knowing where the enemy are, using silenced weaponry, lobbing stun grenades and then filling the terrorists with bullets, y'know, the real stuff. And, of course, the game also has a one shot kills policy which means there's absolutely no room for mistakes.

Is there a multiplayer?
Yep, there's a two-player, which sees you and a mate splitting into two teams.

Any good, is it?
Sort of. Needs a bit of work, though.

INFO BURST

RAINBOW SIX

FROM:	Take 2
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
US: October — UK: — Japan: TBA

ANTICIPATION RATING

GO! GO!



Ridge Racer Revolver

Namco's ace driving series finally turns to the N64...

At long last, shots of the one racing game we always hoped we'd see on the N64. Well, aside from *Gran Turismo*, but we've got the brilliant *World Driver Championship* to fill in for that.

The game – scheduled for a November release date – is actually going to be a mix of the first two PSX *Ridge Racers*, filled out with a smattering of N64-specific tracks and extra cars. There'll also be new routes through the old tracks, something else that PlayStation owners won't have seen before.

Perhaps the best news of all, though is the inclusion of a fabulous four-player mode, which runs smoothly, incredibly quickly, and features top-notch analogue control. Splendid stuff, and sure to give *World Driver Championship* a run for its money when it's released.

Throw in a full-on replay mode as well, and *Ridge Racer 64* is plainly one of the minty Ninty's best secrets. Roll on November...

INFO BURST

RIDGE RACER REVOLUTION	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT? US / UK: December / Japan

ANTICIPATION RATING: 4/5



We can't wait to play this one, oh no.

Certainly looks great, doesn't it?

Q and A

So we're getting a pretty darn enhanced version of the two PlayStation games?
Yes. The converting and programming (for the new tracks and alternate routes through the existing courses) is being done by Nintendo of America's own in-house staff. And, by all accounts, the game is looking absolutely spiffing.



Does it use the expansion pak?
Nope, but it looks fantastic all the same. You'll remember that World Driver Championship doesn't use the expansion pak either but that still looked absolutely stunning. We're really, really looking forward to this. More news soon.

Rayman 2

Yet more French flavour from Ubi Soft!

Whilst Ubi Soft are gearing up for the October release of their 3D platformer – we should, hopefully, have a review next month – we managed to get hold of a near-as-dammit finished cart and grab a few new screenshots for you.

As ever, the game is looking delicious, and at least the equal of *Banjo* in the visuals department. *Rayman 2* takes a more action-packed route than other 3D platformers, though – this month we raced huge spiders up cobwebs and blue-striped women, and slid down the staircase of what appeared to be a haunted house. It's also a lot simpler than Rare's masterwork or the ever-brilliant *Super Mario 64*. It seems that Ubi Soft have wisely realised that competing with the untouchable twosome – and the upcoming *Donkey Kong 64* – would be futile and have, as a result, made a more linear and focused game instead. We'll see exactly how the armless wonder shapes up in the next issue.

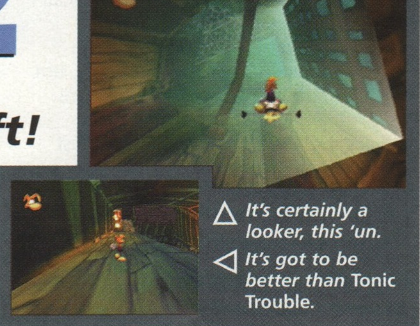


INFO BURST

RAYMAN 2	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

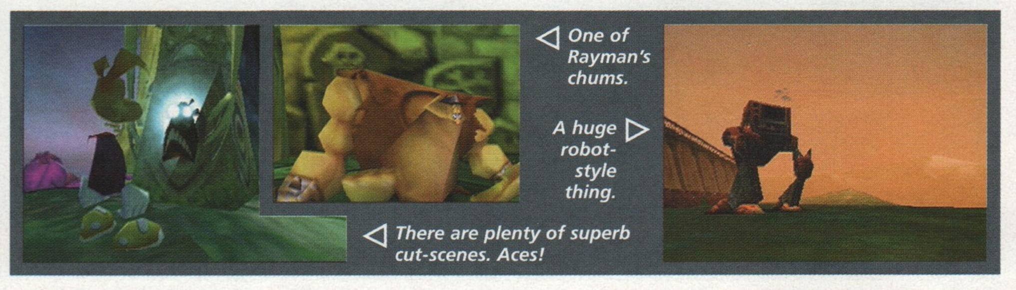
WHEN'S IT OUT? US / UK: October / Japan: TBA

ANTICIPATION RATING: 3/5



It's certainly a looker, this 'un.

It's got to be better than Tonic Trouble.



One of Rayman's chums.

A huge robot-style thing.

There are plenty of superb cut-scenes. Aces!

It seems like *Rayman 2* has been in development since the beginning of time.
Yes, it does rather. But it does appear to be because Ubi Soft want to make the game as good as it possibly can be – Rayman is, after all, their bigger-than-Mario mascot in the ol' homeland of France.



And all their hard work seems to be paying off, does it?
It would certainly seem so. The graphics – with expansion pak in tow – are high resolution, and they run incredibly smoothly, without a hint of jerkiness. There are also a whole host of stunning cut-scenes included in the game too – if nothing else, Rayman 2 is a technical marvel.



Q & A

But *Gex 3* does look a lot better than its predecessor doesn't it?
To be fair, yes. There doesn't seem to be the same horrible amount of fogging and the graphics look a lot nicer.

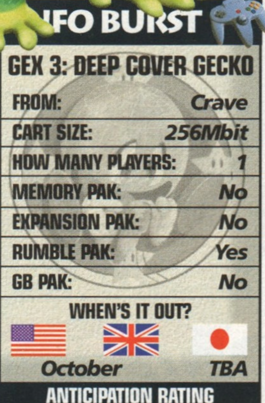
But what about the level design?
We're not sure as yet, but we hope that there's a bit more imagination than in Enter the Gecko's boringly linear efforts.

And the camera?
Yes, this is the problem that really must be sorted out for Deep Cover Gecko to be in any way enjoyable.



Gex 3 Deep Cover Gecko

Gex is back! (Sound of apologetic coughing.)



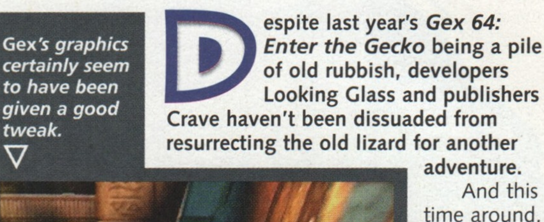
INFO BURST

GEX 3: DEEP COVER GECKO	
FROM:	Crave
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT? US: October; UK: ; Japan: TBA

ANTICIPATION RATING

Gex's graphics certainly seem to have been given a good tweak.



Despite last year's *Gex 64: Enter the Gecko* being a pile of old rubbish, developers Looking Glass and publishers Crave haven't been dissuaded from resurrecting the old lizard for another adventure.

And this time around, he has to rescue the kidnapped Agent Xtra (modelled on Baywatch actress Marliece Andrada, apparently), donning a variety of 'hilarious' disguises, including – and this isn't a joke – Gexcules, and other pop-culture costumes like Sherlock Holmes.

To be fair, though, *Gex 3* does look like being a definite improvement over the reptile's last outing – the game's huge, coming on a 256Mbit cart, complete with 25 huge worlds. And our scaly hero can now climb walls, snowboard and ride crocodiles, amongst other things, making for a more interestingly varied game, at least. Graphically, it's impressive too.

If Looking Glass sort the camera out, this could be quite promising.



Battlezone sounds a bit complicated.
It's not, really. You're always the same little man, it's just that you can commandeer vehicles and order around an entire army.

I see. Is it futuristic, then?
Kind of. The plot's a bit odd, but revolves around top-secret space missions during the Cold War which no-one knew about.



Sounds a bit far fetched. Anything else you can tell us?
There's an ace sniper rifle. You can use it to magnify an enemy in the cockpit of his tank, enabling you to accurately put a bullet through the windscreen and between his eyes.

Battlezone

Like Boyzone, but with more guns...

Kind of like a cross between *Quake* and *Command and Conquer*, *Battlezone* is a conversion of the game that set PCs alight last year. And it's looking pretty good.

INFO BURST

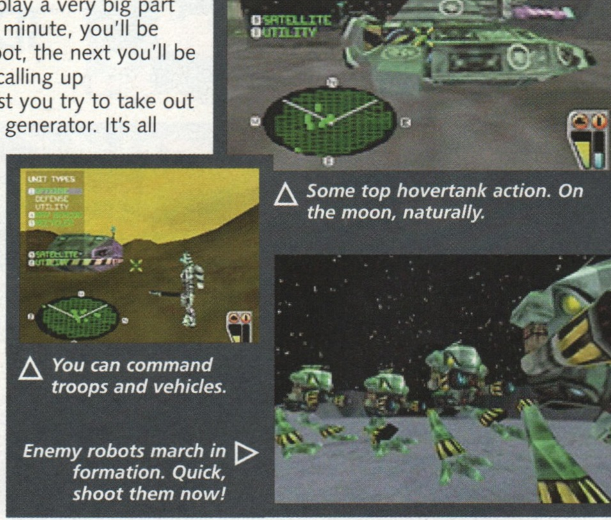
BATTLEZONE	
FROM:	Crave
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT? US: October; UK: ; Japan: TBA

ANTICIPATION RATING

If you're wondering how you could possibly combine *Quake* and *Command and Conquer*, then let's try to explain. You take control of a soldier – in a first person view, exactly like *Quake* or *GoldenEye* – who can leap into vehicles, drive them and blow the sideburns off anything you like. But – aha! – you're also responsible for allied units, who can be given commands. Tactics play a very big part in *Battlezone* – one minute, you'll be haring around on foot, the next you'll be sat in a hover tank calling up reinforcements whilst you try to take out the enemies' power generator. It's all terribly exciting stuff.

And, despite having seen practically nothing of the game up 'til now, *Battlezone* is scheduled for an October release. Which means we should have a review for you coming in the next couple of issues, all things going well.



Some top hovertank action. On the moon, naturally.

You can command troops and vehicles.

Enemy robots march in formation. Quick, shoot them now!

Donkey Kong 64

Another batch of screens from Rare's top ape-fest!



Chunky Kong. A big fella and no mistake. You wouldn't want to mess with him, that's for sure.

Naturally, climbing trees and swinging from vines play a large part.

A huge robot fish? Doesn't look too nice, eh?

One of DK64's many sub games. The scalextric-style racing was loads of fun at E3.

Mine cart racing – still as popular as ever, despite being in the first SNES Donkey Kong Country.

It's not uncommon for the biggest N64 games to suffer delay upon delay as their release date gets put further and further back, but we're confident that Rare's 3D update of their SNES *Donkey Kong* games will easily hit its November release date. From what we've seen, it's practically finished already, with just a little camera tinkerage needed before it's finally sent off to the cartridge factory.

We've uncovered these new shots of *Donkey Kong 64* in action, which reveal more about how DK and his friends progress through the game. Think *Banjo-Kazooie*, but with bananas instead of musical notes, and golden bananas instead of jigsaw pieces. By handing over the yellow fruit, the Kongs can access new areas – in the case of the first level, a giant hippo and his piggy friend unlock a *giant* wooden door, to the accompaniment of a stunning firework display.

Away from the main game, *Donkey Kong 64* is packed with subtle digs at other big-name titles. One of the many sub-games is a monkey-based take on *Wave Race 64*, complete with ramps, red and yellow buoys and floating crates. Another features Tiny Kong skidding her way down a twisting downhill slide, in a manner not wildly dissimilar to the Penguin Race found in *Mario 64*.





Here's Chunky again. He's the strongest Kong, purpose built for lifting huge boulders and so on.

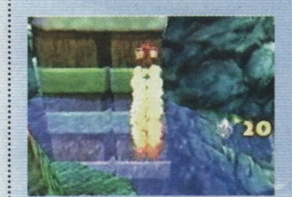
As far as the graphics are concerned, the whole game is still looking as smooth and detailed as ever – expect the *Donkey Kong* cart to come bundled with the 4Mb expansion pak, which is needed to run the game – and the addition of a range of weapons promises to create an interesting mix of *Mario*-style platforming and *Jet Force Gemini*-style shooting. Another slice of Rare brilliance, then? You betcha.

Q & A

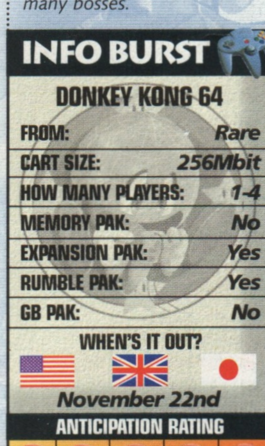
So, five characters to control, eh?
Yep. But unlike Banjo, the five Kongs (Donkey, Diddy, Tiny, Lanky and Chunky) are separate characters, each with their own abilities, moves and strengths.

How is that going to affect the game?
On each level you'll find barrels with the face of one of the Kongs painted on it. These will give the associated ape a special ability, and access to an area which none of the other characters can reach.

Is that it?
Oh, no. There's a whole host of brilliant sub-games specific to each member of the Kong family. We've seen Diddy's mine-cart ride, Tiny's incredible Scalextric race, and DK firing himself out of cannons and soaring through floating rings.



That's great, but we want to smack some bad guys in the chops.
No problem – you can expect Kremlings, rats, moles, giant mechanical fish and plenty of others. There's even a giant bomb-chucking Jack-In-The-Box as one of the game's many bosses.



INFO BURST

DONKEY KONG 64

FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
November 22nd

ANTICIPATION RATING

GO! GO!

Q and A

Soooo then. Hot Wheels, eh?
Yep. EA proudly told us that – gasp! – two Hot Wheels toys are sold every second.

That's a lot.
Yes. Yes it is.



Aside from that, are there any other fascinating facts you can tell us?
Well, bizarrely – seeing as this is a game about small toy cars (presumably for kids)– noisy rockpigs Metallica and Reverend Horton Heat will have songs in the game. As well as Mix master Mike, whoever he is.

Never heard of him.
Well, quite.

Hot Wheels

This game's wheelie hot! (Gunfire.)

Taking a break from churning out endlessly cloned sports games (stand up, FIFA), Electronic Arts have decided to have a bit of fun – hence *Hot Wheels*, a colourful racing game with a heavy emphasis on kerr-aazy stuntwork.

Licensed from the popular toy car range (although Wil maintains that Hot Wheels cars aren't a patch on Matchbox), the game features over 40 of the actual vehicles from the range, which are apparently extremely well-known over in the US-of-A. As we all know, a license does not a good game make, but, from what we've seen so far, *Hot Wheels* looks like it could be jolly good fun, with 12 well-designed tracks, a nifty turn of speed and some well-judged handling. The heavy emphasis on trickwork could be a problem, though, as simple twirling of the joystick – at the moment – seems to pull off absurd stunts. It's not a patch on *Wave Race*'s delicate and dextrous system. But – hey! – we'll see what happens.



INFO BURST

HOT WHEELS	
FROM:	EA
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
October '99 | TBA

ANTICIPATION RATING



△ Heaven knows what kind of car this is. Looks like a helmet.

▽ Wonky road action, here. Be careful – you might fall off.



▽ It may look a little basic here, but it's mighty fast.

How many bikes do you get?
Three basic types – dirt bikes, street bikes and special bikes – with at least three different models in each.



Does it make a difference?
The street bikes are at their best on city circuits, whereas the dirt bikes perform better around the muddy tracks in Redwood Forest. The special bikes are turbo nutter models, which no sane person would ever try to ride.

How does the multiplayer work?
The developers haven't revealed if it'll be just straight racing, or have a Beetle Adventure Racing-style battle mode.

Top Gear Hyper Bike

Leather-clad racing mayhem.

In keeping with current trends, the third instalment in the *Top Gear* series is the first to drop four-wheeled racing altogether. *Hyper Bike* is all about off-roading on great big motorbikes with knobbly tyres, and it's set to appear at around the same time as two similar titles, *Excitebike* and *Supercross 2000*.

Hyper Bike's selling point is likely to be its racing pedigree, since it's developed by Snowblind, the team behind *Top Gear Overdrive*. They've spent the past year tuning the game's engine, and *Hyper Bike* promises to be one of the nicest looking racers around. There's a realistic suspension system too, meaning that the bikes will bounce around nicely over the uneven tracks and the bumps will be absorbed by the rider's arms and legs.

There'll also be a selection of huge jumps and shortcuts to have a go at and many different routes around each of the six tracks, plus an expansion pak hi-res mode and a widescreen letterbox version.



INFO BURST

TOP GEAR HYPER BIKE	
FROM:	Kemco
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
Autumn | TBA

ANTICIPATION RATING



◁ One of the speedy street bikes.

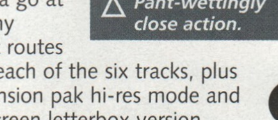
▽ Surely a 7mph crash won't hurt.



△ Looks pretty darned funky, hmm?

Racing on an indoor motocross track. ▷





△ Pant-wettingly close action.



WWF Wrestlemania 2000



TH•Q are ready to rumble.

With *WWF Attitude*, we've seen the last of Acclaim's WWF games. Now it's T•HQ's turn to bring the likes of Steve Austin and HHH to an N64 screen near you, and the more we see of *WWF Wrestlemania 2000*, the more we like it.

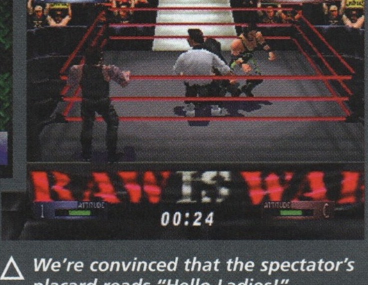
Developers Asmik have paid particular attention to the game's visuals, noticeably improving on the jerky, fragmented wrestlers of their previous title, *WCW/NWO Revenge*. The textures are visibly smoother, the fighter's faces are much more detailed, and the crowd no longer resemble mangled pizza. Equally impressive are the lengthy entrances, which feature digitized versions of the wrestlers' theme songs blaring from the stadium speakers.

The same 'grappling' system that was used in *Revenge* will be employed in *Wrestlemania 2000*, creating complex wrestling and a huge number of different moves – this time with a decrease in the number of fixed-outcome 'mercy' grapples that defined TH•Q's earlier game. There'll be more bone-crunching holds unique to each wrestler, as well as a greater selection of hilarious weapons to club your opponent over the head with.

With this and EA's *WCW Mayhem* on the horizon, this winter's battle of the 'rasslers is looking *very* interesting.

△ Man overboard! And a worryingly flat crowd.

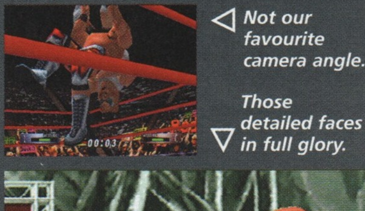
△ Asmik's brilliant cage matches are set to make a re-appearance.



△ We're convinced that the spectator's placard reads "Hello Ladies!".

This is why experiments in human cloning are banned. ▷

▽ We don't care what universe you're from – that's gotta hurt.



◁ Not our favourite camera angle.

Those detailed faces in full glory. ▽



Q and A

Doesn't look as good as *WWF Attitude*, does it?

True, there's no hi-res mode, making the wrestlers look a little more 'blocky'. But this decreased detail allows for a much faster game, and a host of atmosphere-inducing incidental touches – such as the animated crowds.

How do the energy bars work?

In much the same way as WCW/NWO Revenge. *Each wrestler has a 'spirit level', which becomes longer and brighter with every punch, kick and grapple. If you can perform well enough to get your spirit level up to the top, you'll be able to subject your opponent to one of the many painful-looking 'Specials'.*

Is that all?

Nope – taunting your opponent or repeatedly using easy moves will cause your spirit level to drop, as indicated by the boos and jeers of the ringside spectators. There's a host of easy-to-understand score sheets displayed at the end of each bout, which help to explain your spirit level's peaks and troughs.

So which is better – this, or *Mayhem*?

It's going to be very close. Mayhem *promises better graphics, different facial expressions for the wrestlers and four commentators. But if you liked* Revenge, *you're bound to love* Wrestlemania.

INFO BURST

WWF WRESTLEMANIA 2000	
FROM:	T•HQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
November		TBA

ANTICIPATION RATING





AN EAR TO THE GROUND

After realising its potential and taking its development in-house, Nintendo have finally finished with Koei's *WinBack* – and have set a Japanese release date of October. Early word is extremely promising, as was the playable version at June's E3 games show. Here's hoping to a quirky N64 version of *Metal Gear Solid*... with an ace four-player mode.

GT Interactive are currently toying with the idea of bringing PlayStation smash *Driver* over to the N64. They're in the process of porting it over to test framerates and graphics.

The next N64 instalment of the *Castlevania* series has met with a wholeheartedly lukewarm reception whilst doing the press rounds in the States. **N64**'s American agents reckoned *Castlevania: Special Edition* was "exactly the same as the first game: same camera, same environments, same *everything*." So, yep, there we are, then.



Infogrames have confirmed that their long-running *Alone in the Dark* series will be coming to the N64 and Game Boy. Number four hasn't yet got a release date, but its popularity is unquestionable, inventing the horror genre on the PC before *Resident Evil* and *Silent Hill* were even ideas on bits of paper. Expect a load of scares some time soon. Bwahahaha. Er, yes.

Whilst talking to Rare this month, **N64** brought up the question of long lost eye-heavy 3D adventure, *Conker 64*. After a couple of E3 outings, it just disappeared. Unsurprisingly, the grumpsters up at Twycross fobbed us off with a no comment but, digging a little deeper, it seems that the game is still on and currently awaiting a space in Rare's busy release schedule, probably sometime after *Jet Force Gemini*, *Perfect Dark* and *Donkey Kong 64* do the business. Of course there's also the rumour that suggests ***Conker 64 became Jet Force Gemini***. It couldn't... or could it?

Q & A

So, what's the excuse for all this wackiness, then?
Ah, clever, this. Jim suffers a nasty knock on his head and then ends up inside his own brain. Hence him going round collecting up his – wait for it – marbles. Corker!



Sounds neat. What about those levels?
Well, there's the absolutely tipper-top Fear levels – where he encounters disco zombies and a burger-munching Elvis – as well as Happiness, Aggression, Fantasy, Childhood and Heroism. Each have specific types of enemies as well as amazingly unique 'features'. For example, as we mentioned elsewhere, the Happiness world has rivers of Jim's favourite baked beans.

Not bad. Seems like it's been in development for years.
That's because it has. Three, in fact. Plus a total redesign.

Worth it?
We were surprised at how good EWJ3D actually was. It's top fun, crazy as a fox, and technically mightily impressive. And – hooray! – there's no fogging either.

INFO BURST

EARTHWORM JIM 3D	
FROM:	Vis/Virgin
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
MEMORY PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?
US: November | UK: November | Japan: TBA

ANTICIPATION RATING: 4/5



Disco zombies pop up from the bog. Nasty.

The game looks far, far better now. As you can probably see.

The new Banjo-like 3D camera means the game is much easier to play.

Inside a toilet. Logs, geddit? Nice gag, that.

Jim has an impressive array of weaponry. Yep.

Earthworm Jim 3D

Shock! Earthworm Jim returns from the dead – in style!

After more than a year in the wilderness, this month saw us finally getting our hands on a playable version of the long awaited *Earthworm Jim 3D*. And the hearty news is that, with its all-new (and, judging by last year's version, necessary) 3D camera, completely redesigned levels, genuinely witty gags and fab homing leprechauns, it's actually pretty nifty.

Talking to developers Vis, **N64** discovered that they've drawn a fair bit of inspiration from Rare's *Banjo-Kazooie* during the past 12 months, especially where the camera was concerned. Previously, it was uncomfortably static, trying to create an unusual mix of 2D in a 3D world that, unfortunately, didn't really come off. Now they've stuck camera switching onto the C-buttons and used R to lock in behind Jim as he legs about. The effect is much, *much* better, allowing for far more precise movement; which is especially necessary when in combat.

Many of the ideas that graced the earlier versions have also been developed here including the fab pig-racing game. You may remember that, before, it was a simple sub-game, where you surfed your pig (as you do) through a series of winding corridors. Now the pig-riding is an essential part of the boss games, with our hero surfing through baked bean rivers trying to dispatch age-old nemesis Psycrow with a series of marbles and shells. Interesting.

We'll have a full review of this little beauty next issue.



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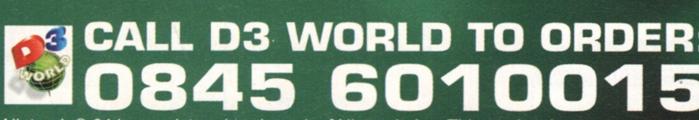
Here's another rule that we've BROKEN - the one about you get what you pay for. You get all these game-busting features for under £20.

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PLANET 64 INFORMATION station

chart updates • release list
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Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	Star Wars Episode 1: Racer	LucasArts/Nintendo	6/99	Up – Last month's chart position – 3	Issue 30 88%
2	F1 WGP 2	Nintendo	6/99	Down – Last month's chart position – 1	Issue 32 72%
3	Command & Conquer (NEW!)	Nintendo	7/99	Up – New entry	Issue 32 75%
4	Quake II	Activision	6/99	Down – Last month's chart position – 2	Issue 32 90%
5	Star Wars Rogue Squadron	LucasArts/Nintendo	2/99	Down – Last month's chart position – 4	Issue 25 85%
6	Mario Kart	Nintendo	7/97	Up – Last month's chart position – 7	Issue 4 91%
7	The Legend of Zelda 64	Nintendo	12/98	Up – Last month's chart position – 8	Issue 24 98%
8	Superman (NEW!)	Titus	7/99	Up – New entry	Issue 31 14%
9	Castlevania	Konami	5/99	Up – Re-entry	Issue 27 82%
10	Beetle Adventure Racing (NEW!)	Electronic Arts	4/99	Up – New entry	Issue 27 81%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Pos	Title	Publisher • Genre	N64 review
1	Pokémon Snap	Nintendo • ETC	Issue 29 – 80%
2	Mario Golf	Nintendo • SPT	Issue 31 – 90%
3	New Tetris	Nintendo • PUZ	Issue 33 • 88%
4	Bass Hunter	Take 2 • SPT	Issue 34 – TBA
5	Monster Truck Madness	Take 2 • RAC	Issue 33 – 66%

N64 5 Most played / 5 Most wanted

Pos	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	Hybrid Heaven – Konami – ACT/RPG – Issue 33 • 83%	Perfect Dark – Rare/Nintendo – ACT – UK: December, USA: December	GoldenEye – Rare/Nintendo – ACT – Issue 9 94%	Perfect Dark – Rare/Nintendo – ACT – UK: December, USA: December
2	WLS 2000 – T•HQ – SPT – Issue 33 • 84%	Jet Force Gemini – Rare/Nintendo – ACT – UK: September 24th, USA: September 24th	Zelda 64 – Nintendo – ACT/RPG – Issue 25 98%	Smash Bros – Nintendo – FGT – UK: December, USA: Out now
3	Shadowman – Acclaim – ACT – Issue 32 • 93%	Donkey Kong 64 – Rare – ACT – UK: November 22nd, USA: November 22nd	Super Mario – Nintendo – ACT – Issue 1 96%	Donkey Kong 64 – Rare – ACT – UK: November 22nd, USA: November 22nd
4	Quake II – Activision – SHT – Issue 32 • 90%	Resident Evil 2 – Capcom – SHT – UK: November, USA: November	Star Wars Episode 1: Racer – Nintendo/LucasArts – RAC – Issue 30 88%	Jet Force Gemini – Rare – ACT – UK: October, USA: October
5	World Driver – Midway/Boss – RAC – Issue 32 • 91%	Banjo-Tooie – Rare/Nintendo – ACT – UK: TBA, USA: TBA	Vigilante 8 – Activision – RAC – Issue 28 74%	World Driver – Midway/Boss – RAC – UK: September, USA: Out now

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
September			
Carmageddon 64	SCi	ACT	UK
Hybrid Heaven	Konami	ACT	UK
Michael Owen's WLS 2000	T•HQ	SPT	UK
Monaco Grand Prix	Ubi Soft	RAC	UK
Rugrats: Treasure Hunt	T•HQ	ACT	UK
The New Tetris	Nintendo	PUZ	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
World Driver	Midway	RAC	UK
October			
Earthworm Jim 3D	Virgin	ACT	UK
Gex: Deep Cover Gecko	GT	ACT	UK
Harrier 2001	Video System	SIM	UK
In Fisherman Bass Hunter	Take 2	SPT	UK
Jet Force Gemini	Rare	ACT	UK
Mario Golf	Nintendo	SPT	UK
NFL Blitz 2000	Midway	SPT	UK
NFL QuarterBack Club 2000	Acclaim	SPT	US
Rayman 2	Ubi Soft	ACT	UK
Roadsters	Titus	RAC	UK
November			
40 Winks	GT	ACT	UK
Armorines	Acclaim	ACT	US/UK
Donkey Kong 64	Rare	ACT	US/UK
EPGA Golf	Infogrames	SPT	UK
Nuclear Strike	T•HQ	SHT	UK
Rainbow Six	Red Storm	ACT	UK
Resident Evil 2	Capcom	ACT	UK
Road Rash 64	T•HQ	RAC	US
StarCraft	Nintendo	STG	UK
Winback	Koei	ACT	UK
Worms Armageddon	Team 17	SHT	UK
WWF Wrestlemania	T•HQ	FGT	UK
December			
Destruction Derby	Psygnosis	RAC	UK
Perfect Dark	Rare	SHT	US/UK
Smash Bros	Nintendo	ACT	UK
TBA			
3Sixty	Cryo	RAC	US/UK
1080° Snowboarding 2	Nintendo	RAC	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US

Game name	Publisher	Type	Country
Attack!	Midway	ACT	US
Banjo-Tooie	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Blues Brothers 2000	Titus	ACT	UK
California Speed	Midway	RAC	UK
Daikatana	Ion Storm	SHT	US
DethKarz	GT Interactive	RAC	US
Dragon Sword	Interactive St	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
Eternal Darkness	Nintendo	ACT	US
Exhumed 64	Crave	SHT	US
Extreme Sports	Eidos	SPT	UK
F-18 Super Hornet	Titus	SIM	UK
Fighters Destiny 2	Infogrames	FGT	US
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype: The Time Quest	Ubi Soft	ACT	UK
Gauntlet Legends	GT	ACT	US/UK
Grand Theft Auto 64	Take 2	ACT	UK
ISS Millennium	Konami	SPT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Metroid 64	Nintendo	ACT	JPN
Mini Racers	Nintendo	RAC	US
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T•HQ	RPG	US
O.D.T.	Psygnosis	RPG	UK
Ogre Battle 3	Nintendo	RPG	UK
Onegai Monsters	Bottom Up	–	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN

Game name	Publisher	Type	Country
Powerslide	Emergent	RAC	US
Premier League Game	EA	SPT	UK
Rat Attack	Mindscape	ACT	UK
Ready 2 Rumble	Midway	SPT	US
Rev Limit	Seta	RAC	JPN
Ridge Racer 64	Namco	RAC	ALL
Riqa	Nintendo	ACT	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronaldo Soccer	Infogrames	SPT	UK
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Snowboard Kids 2	Atlus	RAC	UK
South Park: Chef's Luv Shack	Acclaim	PUZ	UK
South Park Rally	Acclaim	RAC	UK
Spiderman	Activision	ACT	US
Sprocket	Ubi Soft	ACT	UK
Starcraft	Nintendo	SIM	UK
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 2	Kemco	RAC	ALL
Toe Jam and Earl	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turok: Rage Wars	Acclaim	ACT	UK/US
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Mayhem	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Worms Armageddon	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zelda Gaiden	Nintendo	RPG	JPN
Zool	Imagineer	RPG	JPN

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Robert Pinkney from Bournemouth wins a copy of Command & Conquer.



INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

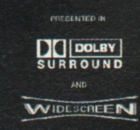
Name ....

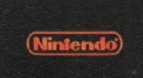
Address ....

Postcode ....

Game wanted ....

INTRODUCING... Welcome to the wonderful world of *JFG*...












SPECIAL INVESTIGATION

We've played it and it's definitely the greatest game of the year so far...



△ *Splash! Feel the pain as Lupus sends one of the pleading Tribals every which way. Oof.*



Lob a couple of grenades into there, and you can go inside. ▷

JET FORCE GEMINI

INFO BURST

JET FORCE GEMINI	
FROM:	Rare
CART SIZE:	256Mbit
HOW MANY PLAYERS:	1-4
MEMORY PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Oct 11	Oct	TBA

ANTICIPATION RATING: ●●●●●

N64's Special Investigations can take us all over the world, but this month we just headed north to Rare, to cast our critical gaze over a finished version of *Jet Force*.



They might be miserable, overly secret and petrified of other human beings, but you simply can't deny the genius of Rare. With the blockbusting *Donkey Kong 64* and *Perfect Dark* waiting tantalisingly on the horizon, *Jet Force Gemini* might seem like something of a stop-gap. Play it *just once*, though, and you quickly realise, it's anything *but* that.

Jet Force is stunning, a beefed-up, buffed-up marriage of *Mega Man*, *Body Harvest* and *Galaxians* – but better than them all. From the moment the opening cut scene kicks in – showing the *Jet Force* twosome answering a distress call from the Tribals (the flat-headed ewoks you can splatter across a wide area later in the game) – you know you're in for a typical slice of Rare magic: perfectly polished, staggeringly executed, and endlessly enjoyable.

But, just *how* good is *Jet Force*? Is it Rare's finest hour yet? Is it – gulp – better than *GoldenEye*? The only place to find out is here – and the world's first *Jet Force* verdict...










HOW IT WORKS...

Jet Force is mapped out in a Y-shape, with each of the three characters starting at one end of the Y and working their way in. Don't get it? Follow our simple-to-use guide...

VELA

With a pretty blue rinse, Vela might look a bit nobbly-kneed, but – brilliantly – she can swim, opening up vast secret areas in the process. Her pigtails also move when she runs.

JUNO

Butch, brave and – handily – lava-resistant, Juno offers the toughest proposition, with enough body armour to fend off reams of bug firepower *and* wander about in molten magma.



UNIT TRUST

Scattered throughout *JFG* are these gem-like Single Unit Gemini's, a hundred of which grant you an extra life (while also restoring your health bar). If you're lucky you might also uncover Full Health Gemini's, which instantly replenish lost energy. More interesting, though, are the Mizar tokens, which allow you access to a number of interesting sub-games, as well as vital game devices like the transformation machine that turns Juno and Vela into ants.



LUPUS

Surprisingly, this freaky-eyed dog has the most abilities. Not only can he hover, he can also turn into a battle tank *and* a tank-cum-boat, enabling him to career about on water.



ONE-PLAYER

Your main objective in one-player is to get to the centre of the Y with each character. Once done, you can then replay other sections of the Y, using each character's individual skills.



No wonder Rare had to change the characters into adults. They certainly make use of those guns.

SUB-GAMES



Jet Force has some of the best sub-games ever, including a fabulous *Wipeout* take-off (see: Wiped Out) and the superb *Micro Machines*-ey Jeff and Barry Racing arcade game. Brilliant.

MULTIPLAYER

As well as being able to unlock sub-games as multiplayer options, there are also deathmatches, and a two-player co-operative mode which flips you into a first-person sights-based game.



The multiplayer game takes a bit of getting used to, especially fighting in third-person. But it's great, anyway.

GO! GO!

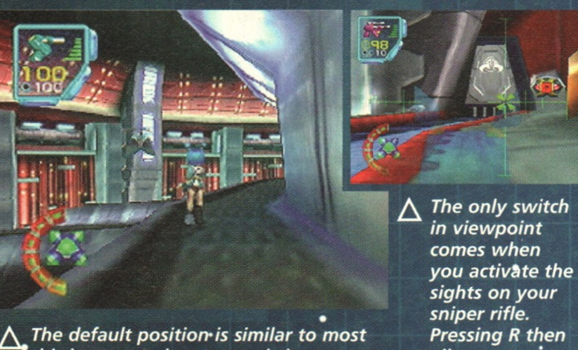


FISH PASTE
Scroll through the weapons menu and you'll no doubt be slightly surprised to see a carton of fish food in there. And whilst the 'weapon' description doesn't point to it being particularly exciting, if used correctly, *JFG* does once again display its mean streak. How so? Well, drop some fish food into a pond with some aquatic life in it, watch the little blighters gobble it up, and split seconds later, they'll explode into a shower of red. Interesting. *Veeeery* interesting.



MOVE CLOSER

Rare have never *quite* been able to master 3D cameras: *Banjo* proved more problematic the further you got into it and *Donkey Kong* demonstrated a nasty line in scenery-stickage at this year's E3. *Jet Force*, though, might just have sorted things out.



△ *The default position is similar to most third-person adventures, sitting a comfortable distance behind your chosen character, and swinging through walls when needed.*

△ *The only switch in viewpoint comes when you activate the sights on your sniper rifle. Pressing R then allows you to zoom in and out with Top-C and Bottom-C.*

For long periods of time, you move your characters with the analogue stick, but when you lock-on to an enemy, using R, the controls suddenly switch to a more familiar... ▽

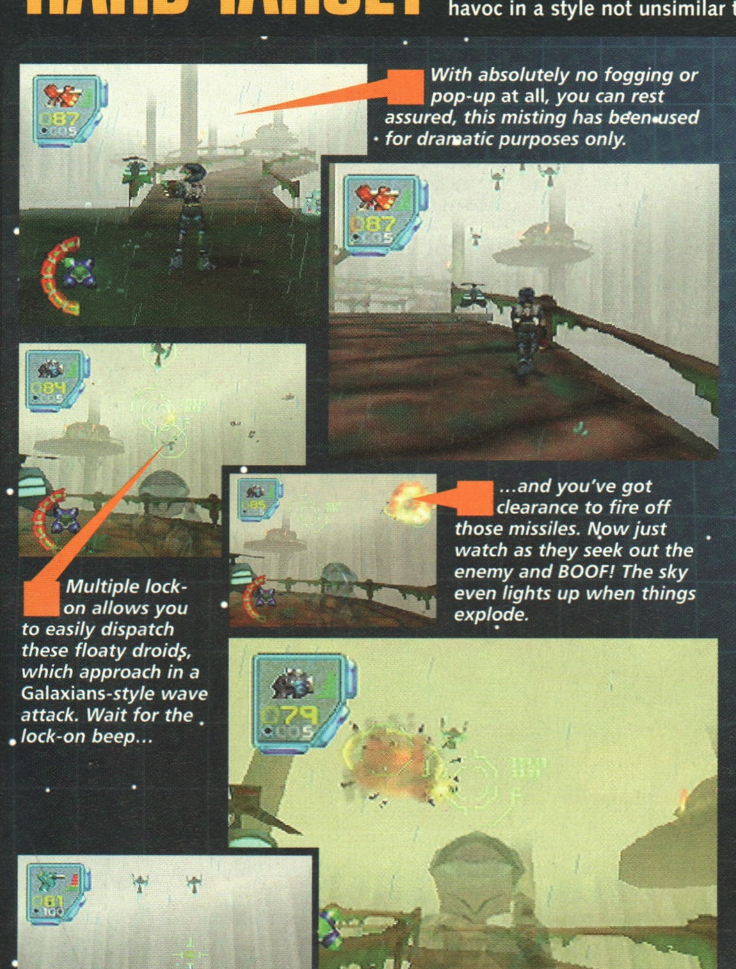


◁ *...Turok-style approach, with the analogue used for looking around, and Left and Right-C perfect for strafing, while pummelling up enemies.*

△ *Aaaaaand KA-BOOM! The evil ants come complete with mountains of green goo, while the Tribals – those little ewoks – sport some tasty red splodge. Either way, nasty.*

HARD TARGET

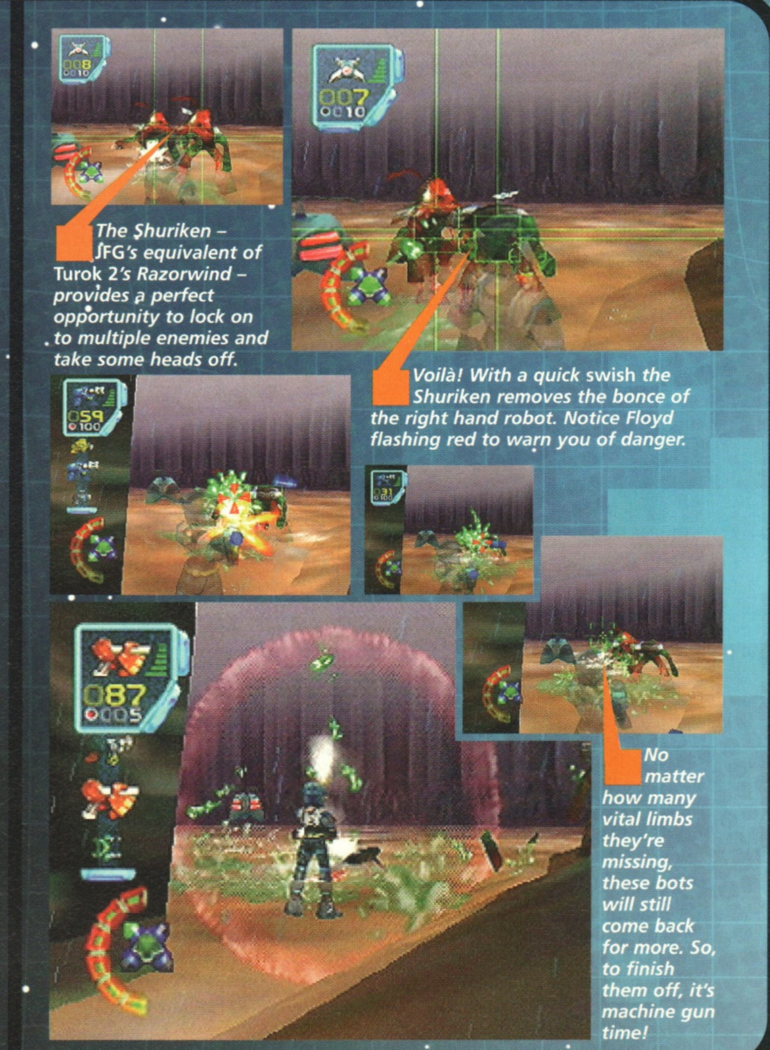
Like *Perfect Dark*, *JFG* allows you to lock-on to a number of different enemies at the same time, creating multi-directional havoc in a style not unsimilar to this. Chortle...



With absolutely no fogging or pop-up at all, you can rest assured, this misting has been used for dramatic purposes only.

Multiple lock-on allows you to easily dispatch these floaty droids, which approach in a Galaxians-style wave attack. Wait for the lock-on beep...

...and you've got clearance to fire off those missiles. Now just watch as they seek out the enemy and BOOF! The sky even lights up when things explode.



The Shuriken – JFG's equivalent of Turok 2's Razorwind – provides a perfect opportunity to lock on to multiple enemies and take some heads off.

Voilà! With a quick swish the Shuriken removes the bonce of the right hand robot. Notice Floyd flashing red to warn you of danger.

No matter how many vital limbs they're missing, these bots will still come back for more. So, to finish them off, it's machine gun time!

WIPED OUT

Jet Force is vacuum-packed with brilliant touches and stupefying sub-games, one of which is this incredible *Wipeout* rip-off, that sees the twins tearing up the road a good'n.

Disguised as an ant – the only way to negotiate arch-foe Mizar's homeworld without attracting any unwanted attention – you wander into this bonus contest – a race pitched somewhere between *Wipeout* and *Episode 1: Racer*. The objective is simple enough: come in first, and if you manage it, a surprise reward awaits you in the game's other racing bonus section, Jeff and Barry Racing. Brilliantly, you can also play this as a four-player game in *Jet Force*'s multiplayer menu. Oh, and you can also *add* tracks. How? Look out next issue!









YOU AND KEY

As you progress through *Jet Force*, you'll find a series of keys not unlike this one. Naturally, they open previously locked doors, but first you have to find the doors and they're dotted in some top secret places. This is where each characters' abilities come in. Once you've worked your way to the centre of the Y, you can take one of the others in search of the doors, hovering to high levels with Lupus, or swimming to previously inaccessible areas with Vela.



▽ Mmm, quiet... perhaps a bit too quiet. Keep 'em peeled.





△ Those poor old Tribals. Once again they get it in the head.

△ Multiple lock-on. An absolute God-send in the middle of some feisty gun battles. These flying droids won't last long, oooh no.

Ah, now *there's* a surprise. After *months* of waiting, *Jet Force Gemini* was finally given a definite release date last month – September 27th in the States and some time shortly after that over here – and now, disappointingly, it's slipped once *again*, this time to a "definite" October 11 release in America, and a few days after *that* for Blighty. Crushed? We most certainly are. Fortunately, after Rare invited N64 up to see the game this month, we can safely say that the long, *loooong* wait will most definitely be worth it. Because, somewhat predictably, *JFG* is absolutely fantastic.

The next issue of **N64** is in the shops on Thursday 7th October, so look out for the biggest and best review you'll have ever set eyes on (providing, of course, there's no further slippage). We'll also be including the first playing guide which will enable you to negotiate the opening sections of Rare's latest masterpiece with nary a hitch. But, until then, no doubt you'll be wanting some first impressions, which is where we come in…

Initially, *Jet Force* feels a little cumbersome. The control system is so different to the preferred, and more familiar, *Turok* and *GoldenEye* settings that, at first, you'll struggle to adapt to the demands of the game. But give it some time, and it soon starts to become second nature: the analogue stick to move around, Left-C and Right-C to strafe, Bottom-C to duck and Top-C to jump. Hold down R, and the game switches to first-person, allowing easy aiming. With R pressed you can now look around with the analogue pad, a bit like in *Turok*.

Once you start getting a feel for the one-player, the control system only ever really becomes a problem again in multiplayer, where you quite often find yourself running into the screen – something that's not exactly ideal when you're being picked off with a machine gun. Fortunately, Rare saw fit to include a behind-the-player realignment feature on the R button, which with one tap prevents much annoyance as you leg about the game's arenas.

Apart from the control system, though – which you'll eventually get used to, anyway – *Jet Force Gemini* is just about perfect. The levels hang together brilliantly, despite a lack of mission objectives, and the emphasis on carnage makes the potentially mundane structure of the game (it is, for all intents and purposes, just a case of getting from point A to point B) magnificently entertaining. Surprisingly for a Rare game, *JFG* also demonstrates a fine line in innovation. Okay, so it borrows the Floyd idea from *Zelda*, and throws in a number of other 'homages' to Nintendo's finest moments (in the style of *Banjo*, and *Diddy Kong Racing* before it), but with its staggering sub-games, ingenious weaponry and brilliant two-player co-operative mode (where one of you plays as Juno, Vela or Lupus, and the other as Floyd), the game constantly redefines tired old ideas – and dreams up entirely new ones.

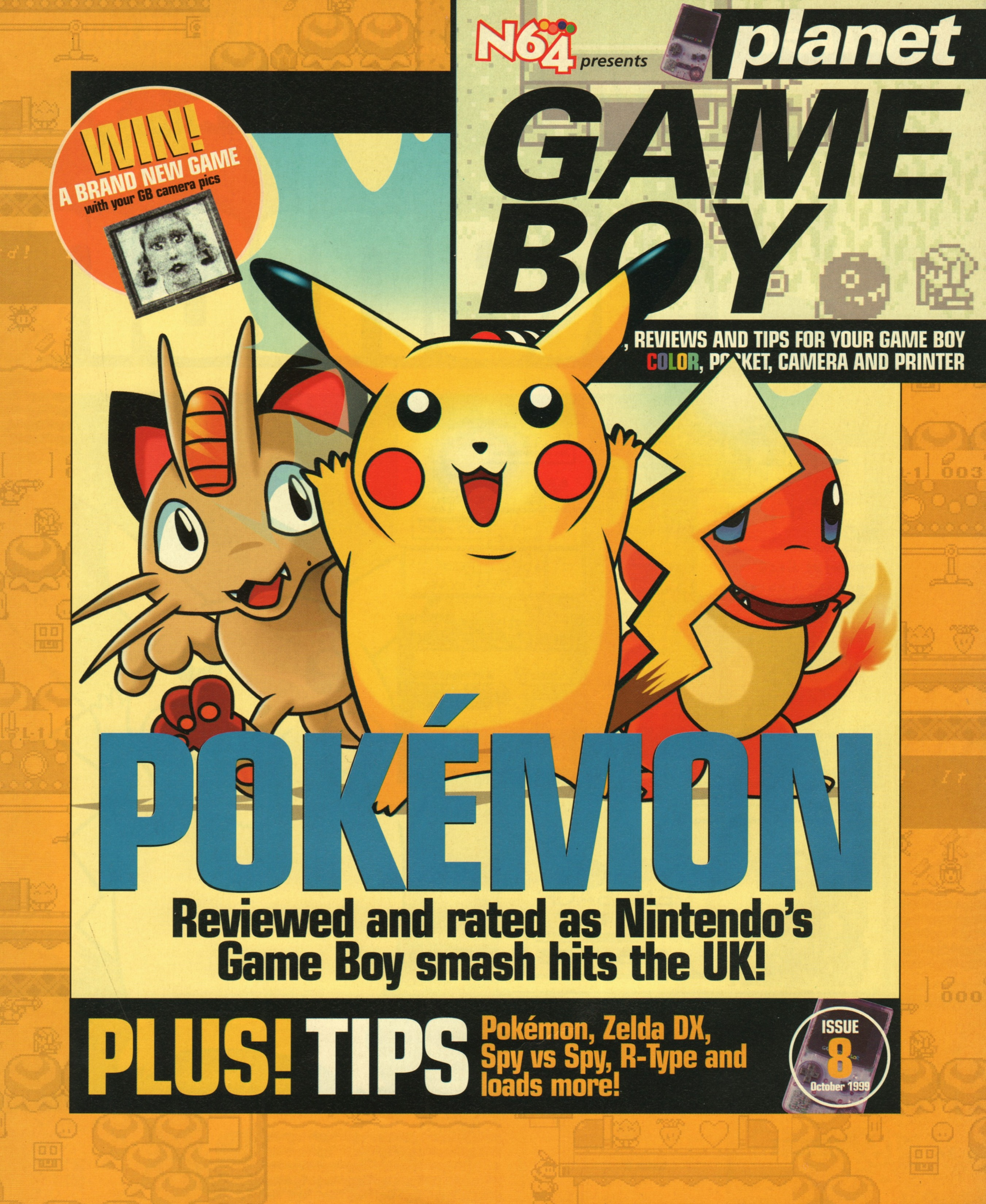
VISUALS *...every single object on view is echoed in the mirrored floors, or ponds, or spilt water.*

Technically, it's absolutely incredible, with some barely believable graphical tricks, the best of which has to be the game's reflective surfaces; every single object on view (even bullets) is echoed in the mirrored floors, or ponds, or spilt water. Also worth mentioning is the game's officially sanctioned Dolby surround sound, which will have a similar effect on the gamesplaying experience as *Rogue Squadron*'s blistering audio had – except this time it's no homegrown sound system (remember, Factor 5 created their own for *Rogue Squadron*), but the real thing.

Jet Force Gemini, then, is superb. Dare you miss next issue?

TO BE CONTINUED… We'll have the biggest EVER review of *Jet Force* in our very next issue.




N64 presents
planet
GAME BOY
, REVIEWS AND TIPS FOR YOUR GAME BOY
COLOR, PO KET, CAMERA AND PRINTER
WIN!
A BRAND NEW GAME
with your GB camera pics
POKÉMON
Reviewed and rated as Nintendo's
Game Boy smash hits the UK!
PLUS! TIPS
Pokémon, Zelda DX,
Spy vs Spy, R-Type and
loads more!
ISSUE
8
October 1999

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

5	4	3	2	1
A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.

Pokémon

From: Nintendo **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** No **Out:** October



Take your monsters to a Pokémon centre for a free recharge.

Our level 46 Fearow will take care of this Spearow in one shot.

There are eight Pokémon gyms to find and conquer.

You'll find a shop like this in every town, with varying merchandise.

Nice going. It's difficult to catch weak monsters with a strong one.

TRADING POKEMON

It's the most popular trading game since those Star Wars cards with the vile tasting bubble gum. Here's how to get started. Life will never be the same...

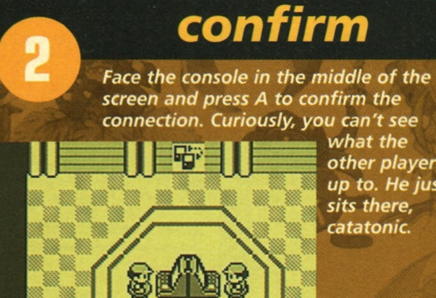
1 connect

Pop along to your nearest Pokémon Centre and talk to the Cable Club girl. She'll let you link up with your friend's Game Boy, so you can trade monsters or just battle for fun.



2 confirm

Face the console in the middle of the screen and press A to confirm the connection. Curiously, you can't see what the other player is up to. He just sits there, catatonic.



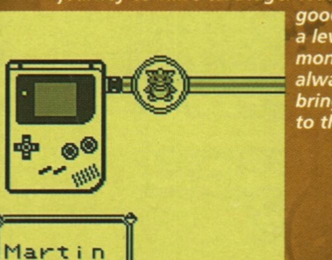
3 negotiate

Agree on a fair trade. For instance, there's no way Tim's getting that Mewtwo, but Martin's prepared to lose his highly ranked Charizard in exchange for a cute little Raichu.



4 bye then!

The traded Charizard squeezes itself through the link cable and begins its journey to Tim's cartridge. Waving goodbye to a level 60 monster always brings a tear to the eye.



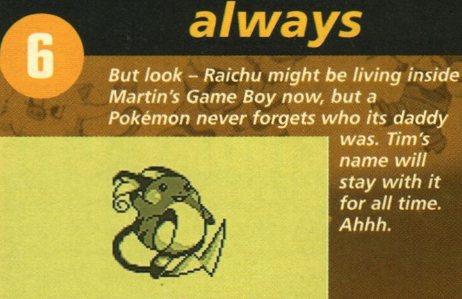
5 bye again!

Tim must bid his Raichu farewell. Having raised it from a lowly Pikachu, there's a definite parental bond between former owner and discarded monster. How very touching.

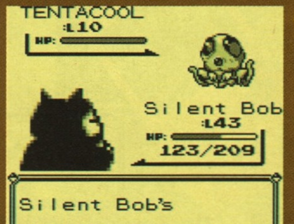


6 always

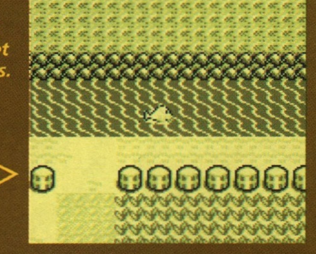
But look – Raichu might be living inside Martin's Game Boy now, but a Pokémon never forgets who its daddy was. Tim's name will stay with it for all time. Ahhh.



You can call your monsters anything you like. This seemed kind of appropriate for a Snorlax.



Sometimes he misses, but when he hits, people get hurt. Snorlax rules.



And not only can he administer hidings, he can also swim. Yup.

About time too. A year after the American version and almost four years after the original Japanese version, *Pokémon* has arrived in the only part of the world yet to be conquered by the biggest Game Boy phenomenon since *Tetris*.

Make no mistake, this is more than just a game. It's the collecting, nurturing and trading experience that has seen American kids flock, in their tens of thousands, to attend free Pokémon tournaments and swap monsters with celebrity players. It's the merchandising work of genius that means you can fly on Pokémon jumbo jets, power your Game Boy with Pikachu batteries, and watch the top-rated Pokémon cartoon series in between gaming sessions. It's the reason why Nintendo are the world's most profitable games company.

The Game Boy cartridges at the centre of this money-making maelstrom are *Pokémon Red* and *Blue*. The object is to catch 150 different monsters, and the only way to achieve this is by trading with someone who owns the other version of the game, as the two carts have slightly different sets of creatures. To collect them in the first place, you've got a huge, involving RPG ahead of you, with as many hours of gameplay as just about anything on any console. The in-game clock shows you exactly how long you've spent on Pokémon Island, either trading or going solo, and if you've got a few friends who are *Pokémon* literate you'll be past the 60-hour mark before you know it.

To begin with, you must choose a free monster from one of three available, a choice which can have a major influence on the difficulty of the game when you get towards the end. There's a Bulbasaur, a Squirtle and a Charmander, representing Grass, Water and Fire – just three of the 15 different categories. Picking the Bulbasaur will make your progress past the first boss much easier, whereas the other two develop into more powerful creatures later on. Having chosen your first pet, it's one down and just 149 more to go.



PIKA-PIKA-PIKA-CHU!

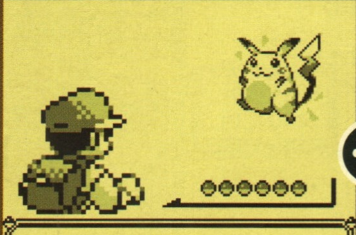
How to catch everybody's favourite pokémon in four easy steps.

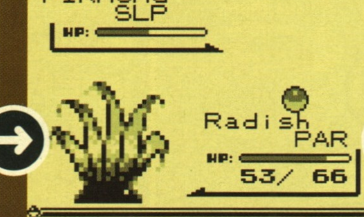
1 Find the Chu
Not as easy as you might think. You can find them in Viridian Forest, but they're rare and weedy. We bumped into this level 24 Pikachu in the hidden power plant after 33 hours of gaming. At last!

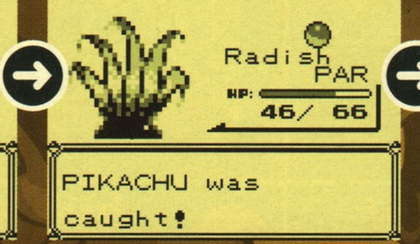
2 Tease the Chu
Be very, very careful. A tough monster will kill a Pikachu in one attack. We came prepared for this, bringing the feeble Oddish. Its sleep powder will render Pikachu harmless without actually hurting it.

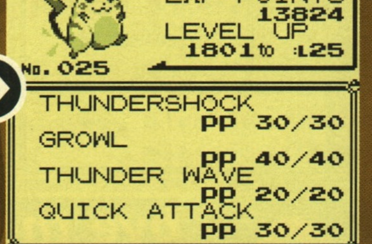
3 Catch the Chu
Using a weak acid attack to chip away at the sleeping Pikachu's health bar, we eventually managed to capture it in an Ultra ball. It took several attempts. Many Pikachus suffered an accidental death.

4 Be the Chu
Now that a wild Pika has finally been captured, it's ours to keep and train. We can build up its ratings by putting it at the top of our Pokémon battle list, turning it into an awesome fighting machine.





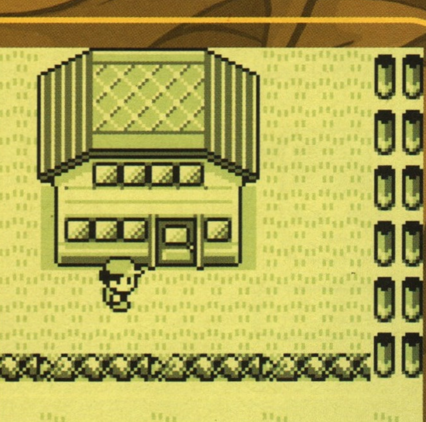




POKÉMON CRECHE

When you've got too many monsters and too little time, the Pokémon Island daycare centre will take one of them off your hands. All you do is leave your baby beastie in the capable hands of the nice man in the hat, then just go off and have an adventure. When you return your monster will have grown a few levels, and for a small fee you can have it back.

It's easy enough to find, and it's a very good idea to leave a Pokémon at the creche as early on as possible.



The amount your monster grows depends on how long you leave it. Game time is measured in footsteps, so the more you walk, the bigger your Pokémon will get.

The other monsters inhabit different areas of the sprawling Pokémon Island, although even if you know where to look for the species you want, there's no guarantee that you'll bump into one.

The Pokémon inhabit areas of long grass and spooky corridors in certain buildings. If you just want to get from A to B, there are safe cycle paths to ride on but venturing away from the track results in a random Pokémon encounter within a few seconds. Then it's time to battle. Whip the wild Pokémon to within an inch of its life and you'll have the chance to capture it in a Poké Ball, whereupon it becomes yours to keep. Beat it too hard and it will faint (Pokémon don't die in combat), meaning that you've lost the chance to catch it until the next time you bump into one.

The turn-based combat system is similar to most other RPGs, with the intriguing bonus of never knowing which four moves your opponent possesses. Thanks to the way the monsters grow and change, you'll rarely find two the same. As they gain experience by fighting, new skills become available, and you can opt to discard one of your existing moves to make room, or risk turning down the chance to learn what may or may not be a killer battle technique. You can also acquire certain skills by finding or buying 'technical machines', but no monster can ever know more than four things at a time.

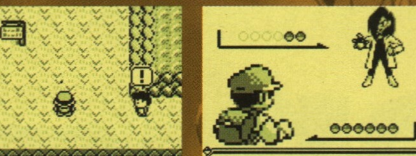
And so it goes on, encompassing ten towns, a series of cave systems, eight bosses, and more mini quests, hidden buildings, characters and encounters than it's possible to count. After you've beaten all the bosses, there's the horribly tricky Indigo Plateau to negotiate. After that, there's the Elite Four, and the chance to enter the caves where the most elusive of Pokémon dwell. And in the unlikely event that you find absolutely everything there is to find, there's still the two-player battle mode, the forthcoming N64 tie-ins, and the prospect of *Pokémon Gold* and *Silver*, which will take your cherished monsters to new evolutionary levels.

It's the biggest game on the Game Boy, and it's an essential purchase.



YOU LOOKING AT ME?

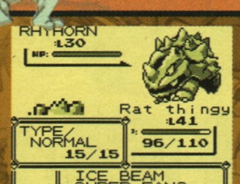
Trainer battles will be your main source of income. The landscape is littered with hundreds of aspiring trainers, and they'll demand satisfaction if you have the bare-arsed cheek to walk across their line of vision. Avoiding them is not an option, since they're positioned so that you can't get past without a confrontation. Beating them earns experience points for your monsters and cash for you. Everybody's happy.



The Pokémaniacs are a gang of geeky Pokémon enthusiasts. They're rarely very tough to batter.

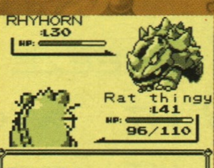


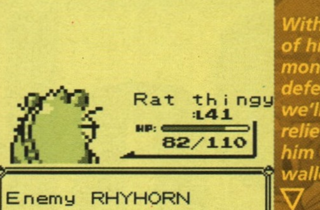
Ooh, a Rhyhorn! We haven't got one of those. Sadly you can only capture wild monsters in your Poké Balls.



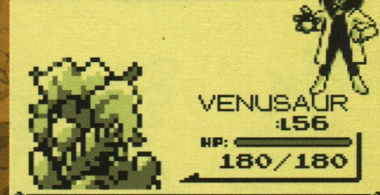
Our Rat thingy outranks it by a full 11 levels.

It shouldn't take more than a couple of minutes...



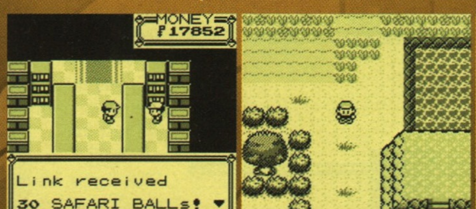


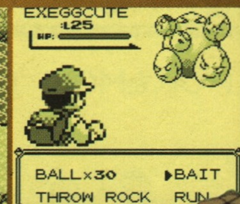
With all of his monsters defeated, we'll relieve him of his wallet.



SAFARI SO GOOD

The Safari Zone at Fuschia City is a brilliant place to catch loads of rare Pokémon for minimal effort. A payment of 500G buys you 30 special Safari balls, an unlimited supply of rocks and apples, and 500 steps with which to explore the park. You don't have to battle with the creatures you'll find lurking there either – just throw rocks at them to make them dizzy or feed them apples to keep them calm, then trap them in your Safari ball. There are also a couple of secret items to uncover.





SHOP TIL YOU DROP

Wow! Tons of POKéMON stuff!

The Celadon City department store is a Pokémon trainer's dream shop, stocking just about everything you could possibly require for a successful campaign. It specialises in expensive items such as evolution stones and ability enhancers, which you can sometimes get for nothing if you talk to the right people. For general hunting requirements, the smaller shops in some of the minor cities are the best places to find everyday essentials such as Poké Balls – for catching wild monsters – and the useful repel potion, which keeps the creatures at bay when you want to explore without having a fight every ten seconds.



ONCE IN A LIFETIME

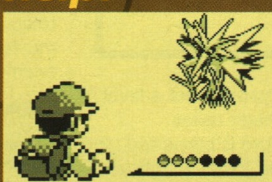
Whatever you do, don't pass up the chance to catch one of these.

One off

Gyaoo!

There are certain Pokémon that you'll meet once, and once only. You might not realise that you've found one until it's too late, so take note: Mewtwo, Zapdos, Articuno, Moltres. Okay?

Help!



It's Zapdos! We won't tell you where we ran into him because we don't want to ruin the surprise, but we certainly wish we had saved the game before starting the battle.

Whupped



With the benefit of 20-20 hindsight, maybe sending Venusaur in first wasn't such a great idea. The sleep powder had no effect, so we had to try to remove non-fatal amounts of energy.

Uh-oh



Venusaur soon fainted after pussyfooting around with Zapdos, leaving us with no option but to break out Silent Bob the Snorlax, our only other conscious Pokémon. A big mistake.

Splat!

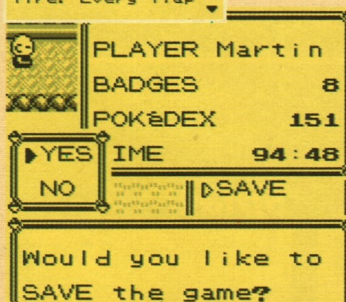


With one mighty headbutt, Bob opened up a whole can of whup-ass, sending his foe on a one-way trip to Hurtsville: population Zapdos. Our last save was about two hours back. Damn.

Pokémon

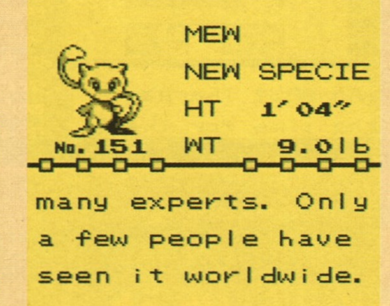
● RARE MONSTERS

Since you might see some of the rarer monsters only once, we'd advise that you take the precautionary measure of saving the game before you fight them. That way you'll be able to reset the game and return to where you were if you lose or accidentally kill the creature. You'll recognise the rare monsters because they sit in the open at specific places rather than attacking you at random, so as soon as you spot an unusual creature at the end of a long tunnel or maze, save.



● MEW

Mew is the fabled 151st Pokémon, and although he's present in the US and European cartridges, the only way to get him is by cheating using an Action Replay. In Japan he's known as Myu, and he was available for a select few to download at Space World a couple of years back. We'd advise that you don't resort to dodgy tactics to get him though, because Nintendo have got a special event planned for next Easter, at which UK gamers will get the chance to download their very own, legitimate Mew. Now that's something to look forward to.



● LEVEL UP

If you want to boost the rank of your non-competing Pokémon then, rather than using the EXP ALL machine which spreads the points gained from beating an opponent amongst all the Pokémon you're carrying, put a weak monster that you want to train up at the start of your list. That way you can swap to a stronger Pokémon as your first move, and the points will be split two ways rather than six.

● MISSINGNO

You can find this mysterious glitch monster in a few similar places, but it works best on Cinnabar Island. Go to the fossil laboratory and trade with one of the professors inside. Then go outside and surf up and down the eastern shoreline, right on the edge of the beach. Eventually you'll meet a level 80 bird/water monster called Missingno. Its picture is corrupted, so it looks a mess, and it will eventually evolve into one of several normal Pokémon. However, if you catch a Missingno, *make sure you don't save your game.* Saving Missingno will cause all manner of chaos in your cart, and you won't be able to play linked battles any more.

● CLONING

Here's a trick which will allow you to keep hold of a Pokémón after you've traded it. Swap the Pokémon you want to keep with another player's worthless Pokémon (a Magikarp, for example). Start the trade, and wait for the GB receiving the Magikarp to stop displaying the 'waiting' message. Switch the machine off. When the 'trade completed' message appears on the other GB, turn that off too. Both machines will have the good Pokémon. However, there's a very good chance that cheating like this will mess up your save game file just like catching Missingno, so we don't recommend trying it too often.

● LEECH SEED COMBO

If you chose the Bulbasaur as your starting monster, leech seed and toxic (found in TM06) work together as a simple combo. Use the leech seed as your first move, then follow up with toxic. The combined effect will cause much larger amounts of your enemy's energy to be leeched away



Zelda DX

● KEEP MARIN

When Marin is following you around, teleport to Animal Village. Walk off the edge of the screen to the left and press select when you're about to reappear on the next screen. You should warp across to the other side of the screen, and Marin will stay with you for the rest of the game.

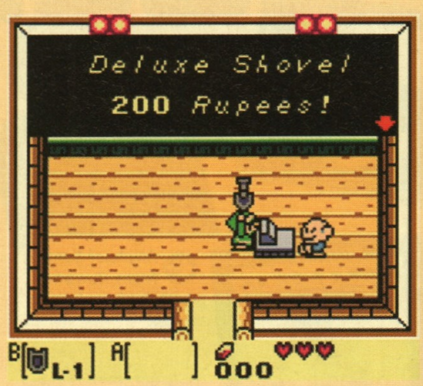


● BONUS TUNE

Use ZELDA (in capital letters) as your name to get some bonus music.

● SAVE MONEY

You can con the shopkeeper without being called a thief for the rest of the game! Just buy something expensive and hold down all four buttons to save and quit the game. When you restart you'll still have the item and most of your money.



Sylvester & Tweety

● PASSWORDS

Granny's house
Dog, Granny, Tweety, Taz, Sylvester
Granny's cellar
Taz, Sylvester, Tweety, Dog, Granny
Garden
Sylvester, Tweety, Dog, Taz, Granny
In the streets
Dog, Tweety, Taz, Granny, Sylvester
Toy shop
Taz, Dog, Tweety, Sylvester, Granny





Spy vs Spy

● OPEN ALL LEVELS

Use 15Y24 as your password.



R-Type DX

● PAINT SHOP

Complete the DX version to enable the De Souza drawing mode. You can find it by scrolling right on the game selection screen.



Tarzan

● PASSWORDS

Level 3: Vertical Lines, Vertical Lines, Maze, Swirl

Level 4: X, Moon, Triangles, Cross

Level 5: Triangles, Triangles, Moon, Vertical Lines

Level 6: Swirl, Maze, Cross, Triangles



HIGH SCORES

We've lost our one-man GB Camera league, but we've gained a brand new *Mario Deluxe* score table. Infamy awaits...

MARIO DELUXE

Original
2,095,100 Andy Scheuber, Stevenage
2,030,400 Nick Bec, Salisbury
1,112,800 Michael Wakely, email

Challenge
1,264,100 Catherine Wakely, email
1,006,100 Nick Bec, Salisbury
395,100 Leigh Madden, Hull

Super Player
95,550 Leigh Madden, Hull
70,100 Helen Stuthridge, Merseyside
69,800 Michelle Selley, Rochdale

TETRIS DX

40 Lines (level 0)
1:31 Richard Ford, London
1:34 Nick Hiom, Thetford
1:32 Nick Bec, Salisbury

Ultra (level 0)
21,488 Richard Ford, London
20,392 Nick Hiom, Thetford
20,389 Chris McCabe, Banbridge

Marathon (level 0)
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
1,823,016 Nick Bec, Salisbury

Marathon (level 9)
3,322,821 Richard Ford, London
2,240,101 Andrew Marriot, E'burgh
2,111,947 Paul Bush, Teddington

GAME & WATCH GALLERY

Donkey Kong
9999 Jonathan Denne, Stansted
2626 Ryan Medlock, Cobham
1830 Nayden Koon, New Zealand

Parachute
3138 "Marc", via email
1241 Christopher Smith, Cleveland
1203 Tommi Aarela, Finland

Chef
1803 "Marc", via email
1496 Christopher Smith, Cleveland
1473 Audun Knudsen, Norway

Helmet
2925 Jonathan Denne, Stansted
1518 Luis Costigan, Sutton
1164 Martin Hall, Dover

Scores wanted

Send your high scores to:
Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.
If you're online, email us at **n64@futurenet.co.uk.**

Game Boy Gallery

WINNER!

From the frozen depths of Norway, Ruben Larsen shows us the dark side of Game Boy Camera artistry with this spooky Blair Witch-style offering. Top stuff.



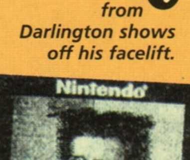
A sort of alien thing with a honeycomb on its head. From Martin Critchley.



This looks just like Jes. But it's from Richard Taylor.



Michael Scott from Rutland, with a sorry home truth.



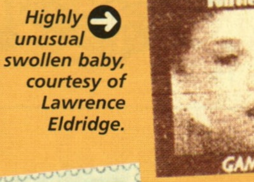
Lee Fletcher from Darlington shows off his facelift.



Andy Scheuber from Stevenage suffers a nasty case of Pikachu shock.



Truly sickening. This freak was created by Kayleigh Money from Nottingham.



For some reason, Mark Kent of Pinner reckons he's cool. Nope.



Highly unusual swollen baby, courtesy of Lawrence Eldridge.



Looks like Edward Rummins knows who's going to play the next Bond: Special Agent Maz.



Erik Amit Nordlie reckons this human tadpole looks like Nwankwo Kanu. He's got a point.



Sandy Critchley conjured up this cheerful werewolf. Well played.



Doncaster's Chris Murdoch treated himself to a digital makeover. Well, hello...



This is what Lee Mander of Cambridge reckons our cousins on other planets would look like. We hope not.



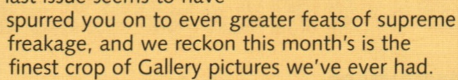
Tommi Aarela has an evil twin, like our own Mark Green. When he turns into Evil Mark, start praying.



This is Peter Tweedie from Woking.



Ewan McLaughlin transforms himself into South Park's Cartman. Nice jowls.



Say it once, say it loud, they're weird and they're proud

Well played, folks. The reappearance of the old Bickmonster and his slap-headed 'Jimmy Somerville' creations last issue seems to have spurred you on to even greater feats of supreme freakage, and we reckon this month's is the finest crop of Gallery pictures we've ever had.

Nice use of lighting and mirror effects, and masses of embarrassed relatives. It's what the Game Boy Camera was made for. Our winner sent in a whole portfolio of superb images ranging from the moody to the mutated (four of which are printed on this page), but it was a close thing, given the high standard of everybody's pictures. Maybe it's something about the summer heat that compels people to hit new heights of creativity. Just think – pretty soon you'll be able to put your seasonal freaks into *Perfect Dark* too.

Send us your freaks!

Break out your Game Boy Cameras, take a picture of whatever takes your fancy, and feel free to tart it up with a choice bit of mutilation here and there. Print out the results and send them to us. You could see your friends, family, pets or household objects immortalised in the Game Boy Gallery, and our favourite one each month will win a game. Cool.

Send your pics to:

Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath BA1 2BW



EVERY MONTH – ONLY WITHIN THE PAGES OF



THE LATEST UK N64 GAMES REVI



Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

Hybrid Heaven

EXCLUSIVE!

Konami's mutant-stuffed action/RPG epic finally hits the UK...

GO TO PAGE 46



Michael Owen's World League Soccer 2000

Tip-top footie action. Mint!

GO TO PAGE 52



Tonic Trouble

Ubi Soft try to square up to *Banjo* and *Mario*...

GO TO PAGE 56



The New Tetris

The best *Tetris* this side of the Game Boy. Aces!

GO TO PAGE 58



Rugrats

T•HQ's nappy-filled *Mario Party* wannabe.

GO TO PAGE 59



Monster Truck Madness

It's madness! In monster trucks!

GO TO PAGE 60



Re-Volt

Micro Machines or Penny Racers? Find out right here...

GO TO PAGE 64



Don't forget to visit the **IMPORT ARENA**

The games they're playing in America and Japan.

Perfect Striker 2



The wonderful *ISS '98* gets updated for the Japanese market.

GO TO PAGE 68

Last Legion UX



Hudson bring us giant robots and huge guns. Is it any good, then?

GO TO PAGE 70

EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...

INFO BURST

KICKLE CUBICLE 64

FROM:	Nintendo
CART SIZE:	510Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

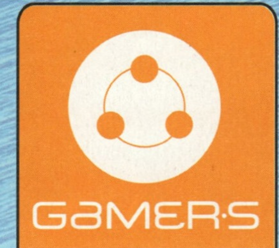
WHEN'S IT OUT? April (US) · May (UK) · Nov (Japan)

COST: £40

THE INFO BURST

Look for this in all our reviews to get an idea of whether the game in question uses N64 peripherals like memory and expansion paks. Also, we'll tell you whether it works with the new GB Pak, when it's out and how much it costs.





GAMERS TV LINK

Watch out for this special symbol – and the date – as it means that one of our reviewers will be appearing on ITV's Gamers show at 12.30 on a Saturday, reviewing the game in question!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES

These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...

The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses and minuses

+ Amazing levels.
- Appalling music.

If you like this...

Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth.



85% and above – *Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.*

84% – 70% – *If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.*

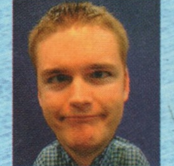
69% – 50% – *Every so often there comes along a game that's perfectly playable but just not special in any way – and simply doesn't make good use of the N64.*

49% – 20% – *Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.*

19% – 0% – *The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.*

TEAM 64

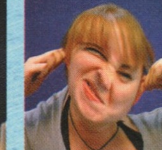
Hybrid Heaven had an odd effect on us this month: the close proximity of Konami's freak-filled game turned Team **64** into hideous monsters. Well, *more* hideous monsters, anyway.



TIM WEAVER
Editorship went right to Tim's head this month. "The Mekon's got nothing on me" he said, modestly.
GAME OF THE MONTH: Michael Owen's



WIL OVERTON
Wil, grotesquely, grew an extra nostril. "Smell you later! I 'nose' what you mean!" (Sound of gunfire.)
GAME OF THE MONTH: Hybrid Heaven



ANDREA BALL
Andrea spent too much time on the sunbed. "Mmph-mmph" she grunted. We ran away screaming.
GAME OF THE MONTH: Rugrats



JUSTIN WEBB
"I have the power of the Dark Side!" squealed Justin, aka Lou Cipher. "And I'm starting to go bald..."
GAME OF THE MONTH: Tonic Trouble



JES BICKHAM
Look carefully at this 'man'. Study his rat teeth, lipless mouth and hideous ears. He can do this at will.
GAME OF THE MONTH: Hybrid Heaven



MARTIN KITTS
Too much Tetris for Kittsy saw him turn into a pile of blocks. Still, it'd scare his victims witless.
GAME OF THE MONTH: The New Tetris



MARK GREEN
It turns out that the eclipse wasn't an eclipse after all. "Sorry", said Mark. "I only winked."
GAME OF THE MONTH: Re-Volt



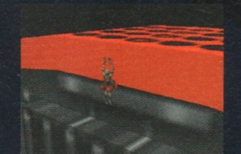
PAUL EDWARDS
"I've got a touch of the Jimmy Hills", moaned Paul. "That's radically un-gnarly, man."
GAME OF THE MONTH: Michael Owen's



PETE TRAVERS
"So many lay-dees love me", wittered Pete, "that I need more eyes to keep track of them! Eye-eye!" Twit.
GAME OF THE MONTH: The New Tetris

PREVIOUSLY IN N64 We gave *Hybrid Heaven* the Special Investigation treatment in **N64**/26. Booyakka!

RES ME UP!
Hybrid Heaven, splendidly, is expansion pak compatible, but that comes at a price. Run the game in hi-res and everything *looks* wonderful – pin sharp and markedly different to the normal resolution mode – but it's jerky and



virtually unplayable. We recommend sticking to normal resolution which is perfectly acceptable and runs incredibly smoothly.





◁ John Slater – the real hero of the game, in fetching blue body armour.

Wrestling a hideous pink hybrid to the floor. Oof! That looks painful. ▷



△ You can still dish damage out when the enemy is lying wounded on the floor. Nicely!

Ooh! Mid-game plot twist ahoy! There are plenty of 'em as well. Very confusing. ▷



△ The combat system is tremendous – in small doses.

△ The game is large, even though it's just a little bit 'empty' at times.

HYBRID

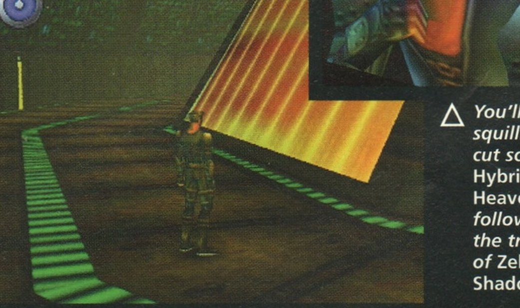
Can Konami's action/RPG hybrid match Shadowman for story-led thrills?

INFO BURST

HYBRID HEAVEN	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	53 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗
WHEN'S IT OUT?	
USA: Sept 1st	UK: Sept 24th
COST: £40	

Ever since it appeared on video at 1997's E3, *Hybrid Heaven* has looked like it's going to be one of the most intriguing and impressive games on the N64. Featuring 3D adventuring, RPG titbits and a gloriously complicated science fiction-flavoured story – that's had us scratching our heads since we played the Japanese version of the game in March – Konami's biggest game since *Castlevania* was always going to be a little bit different from the competition.

And, well, here we are with the PAL translation, and everything – after over a week of concerted playing – has become gloriously clear. But one question, of course, remains: is *Hybrid Heaven* as good as top-hole bedfellows *Shadowman* and – dare we say it – *The Legend of Zelda*? Read on and find out for yourself...



Look at the size of that room – and no fogging. That's what we like here at **N64** Magazine. ▷

△ You'll see squillions of cut scenes in Hybrid Heaven, following in the tradition of Zelda and Shadowman.



HEAVEN

CLONE CULTIVATION

Being Japanese in origin, *Hybrid Heaven* occupies itself with more than just action and adventure. There's a mild love-story subplot, concerning John Slater and his girlfriend, and much philosophising on the part of some of the Hybrids, who are amazed that a normal human can wreck their plans and then start having doubts about whether they are actually *better* than the race they want to conquer. It's all quite fascinating.

Very worrying. Those pod-type things along the wall all contain baby Hybrids. Yeeeee-uuuuck.

The very disturbing Mr Bross. He scares us silly (a bit like Tim).

Personality crisis alert! It's a tough life when you're a test-tube-grown mutie (also a bit like Tim).

Anna Moody, here, was created to have a 'mothering' personality.

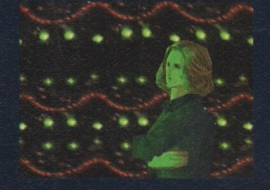
GO! GO!

BASIL EXPOSITION WARNING! SPOILER ALERT!
Please do not read any further if you don't want the plot spoiled for you…

Okay, this gets a little complex, so bear with us. Jack Slater, Secret Service agent and bodyguard to the President, is gunned down by a Mr Diaz at the start of the game (this is



witnessed by Slater's understandably upset girlfriend, who sees his body disintegrate). And yet, initially, you get to play as Diaz, who would appear to be a bad guy… later on in the game, you find out that Diaz is a liaison between the Hybrids (super-clones of us humans) that live in a gigantic subterranean complex, and the Hybrids that have infiltrated positions of power overground. The



subterranean Hybrids' base incorporates a huge spaceship, owned by the peaceful alien Gargatuans, who are secretly working behind the scenes to stop the Hybrid invasion of earth.

The Gargatuans have captured the real Diaz, and turned our hero, Slater, into a copy of him to stop the invasion from within – the Slater that gets killed at the start of the game was a



Hybrid charged with abducting the President so that a clone could take his place. At one point in the game, Diaz/Slater is rescued by the Gargatuans, and put back into his actual body – so you then play as Slater – whilst the Hybrids rescue

CONTINUED OPPOSITE

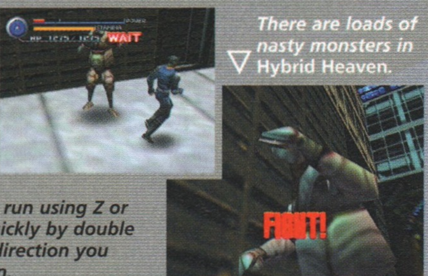
FINAL FIGHT!

We talked about *Hybrid Heaven*'s combat system, briefly, in issue 26, but here's a more in-depth look. It's a fascinating mix of real-time and turn-based, menu-driven fisticuffs – it may sound like a bit of a mess, but it works superbly. Hurrah!

THE BASICS

1 MOVEMENT

When you get close to an enemy, you'll automatically enter into combat with it. You can circle around your opponent, run using Z or simply move quickly by double tapping in the direction you want to move in.



There are loads of nasty monsters in Hybrid Heaven.

2 POWER UP!

At the top left of the screen you'll see a power bar. Wait until it's full for a more damaging attack. As you become more experienced in combat, up to four 'chunks' underneath this meter will go red – when these are powered-up, you'll be able to pull off some devastating combos.



Go to 'Item' and you can use any weapons you've got.

3 FISTS AND FEET

Once combat is initiated, press A to attack and then you can either punch or kick. There are a number of moves for each limb and bear in mind your stance; if you're standing with left leg forward, for example, you'll do more damage with a right-leg kick.



4 DEFENCE

When you're attacked, depending on where you're being attacked from, you're given three options: Step, Counter or Guard. Guarding against blows will increase the defensive capabilities of the limb you're guarding with; Stepping allows you to move out of the way, and the risky Counter – should the enemy miss – allows you to retaliate.



Step away from him and he'll probably miss.

ADVANCED OPTIONS

1 THROWING

Moving to attack an enemy and pressing R will allow you to grapple with an opponent. Providing they don't escape your grasp, you can choose from a menu of moves that will allow you to throw the opponent around, rasslin' style. Letting an opponent throw you will allow you to learn that particular move.



The wrestling-style moves are superb.

2 WEAPONS

Throughout the game, you'll come across weapons which can be picked up and used in combat. They're only one-shot deals, though, so it's best to save them for really tough enemies. Favourites include the Flame Shot, Ice Shot, Hurricane Shot and Ion Shot. Brilliantly, the Ion Shot does 400 points of damage but it's very rare.

Shoot an opponent with the Flame Shot and watch them fry!

3 DEFENSIVE MEASURES

You can also acquire defensive items. These can improve your speed, offence and defence or sap the abilities of an opponent. Naturally, there are various different health-replenishing items, too, which are vital for your survival.



Looks like you'll be needing plenty of those health-restoring power-ups, here.

4 SURPRISE ATTACK!

Sometimes, an enemy will attack you from behind and this gives them a big advantage – basically a 'free' strike. However, should you engage an enemy from the rear, you'll get the upper hand – namely, a complete power bar, meaning you can whup them with a full combo. Nicely!





Run behind the fiend to get an advantage.

BUILDING YOUR CHARACTER

Every time you fight your character will grow, depending on what moves you used, how much you defended, and so on. Here's a brief rundown of what happens.

1 OFFENCE

Whichever limb delivers the killing blow will become stronger, thus causing more damage. So, you can build up one particular limb to insane levels, or vary things and increase stats all over your body.

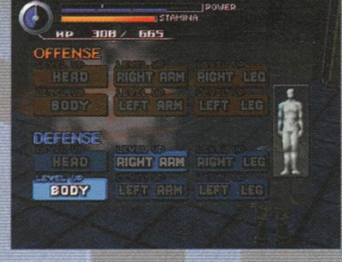


This move is our favourite. We built Slater's leg up to be strong enough to do 400 points damage!

2 DEFENCE

Whenever you Guard an attack, the limb used to block the enemy becomes stronger and more adept at warding off damage, increasing your defensive capabilities.



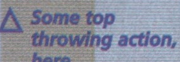


Here you can see that you've been hit enough times for the body to be built up.

3 MOVES AND THROWS

You'll learn literally hundreds of new moves throughout the game, corresponding to all four limbs and taking in low-high and middle attacks, hooks, uppercuts and more. Throws, in a wrestling-style, let you perform Backbreakers, Shoulder Crunches and loads more. They all offer tactical advantages, depending on factors such as your stance, and the height and position of the enemy.





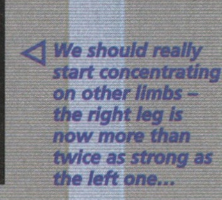


Some top throwing action, here.

4 MISCELLANEOUS

Miscellaneous: Practically every other part of you can be improved, including the following:
- *Hit points*
- *Stamina*
- *Speed*
- *Reflexes*

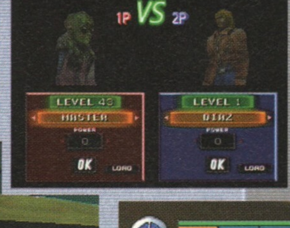
You're also shown what 'level' you're at. The more combat you initiate, the higher the level you'll be at the end of the game. We reached level 43 – can you do better?



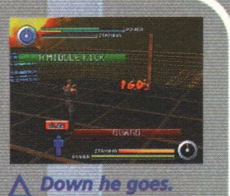
We should really start concentrating on other limbs – the right leg is now more than twice as strong as the left one...

MULTIPLAYER

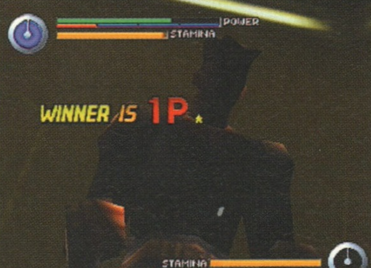
This is ace. You can choose to fight a friend in the Vs. mode, or simply wade through a legion of enemies in the Creature Battle. The best feature, though, is that you can load in your character – with improved stats, moves, everything – and whomp on a chum correspondingly. You're also allowed to fight as any of the monsters, characters and bosses you've encountered, which is tremendous – especially when you've finished the game. Also, you can transfer data to a friend's controller, although it's better if they've played through the game themselves, as their Slater will almost certainly have different stats and moves. Plum.

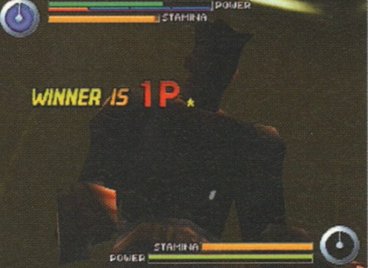


That's the Master on the left, there. Who is he, though...?



Down he goes. Strike one to you.





You can choose to play as any one of the characters or monsters you've encountered.

the real Diaz, setting you up for a climactic confrontation at the end of the game.

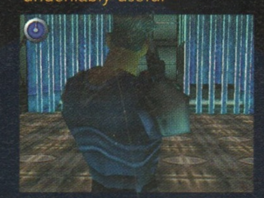
There are plenty more plot twists to come after this point, too – just who is The Master, the shadowy mastermind behind the whole Hybrid invasion? And just how did a massive spacecraft get beneath New York City anyway? All will be revealed...

PRESIDENTIAL FIZZOG

The main thrust of *Hybrid Heaven's* plot is the plan to replace the President of the USA with a Hybrid clone (fiendish, eh?). And, despite being called President Weller, *Hybrid Heaven's* American premier bears more than a passing resemblance to Mr Bill Clinton, complete with grey hair and boozer's nose. Except, we'll wager, Bill Clinton has not – to date – helped foil an underground alien invasion. We think.

GO! GO!

PISTOL PLOP
Although you're allowed to use various different weapons during combat, you're only given one default pistol for use at other times (for shooting locks, destroying robot sentries, blowing up obstructive blocks, and so on). Although it's undeniably useful –



lifesaving, in fact – it's got to be quite the most unimpressive weapon we've ever seen; with a disappointingly weedy 'pee-oing' noise and a half-hearted muzzle flash, it's a remarkably lacklustre piece of kit. And when you destroy something with it, it simply disappears in the most can't-be-bothered explosion we've ever seen. Dump.



LEVEL 4: THE CLONE FACTORY

Here's a little taster of some of the things you'll be doing throughout *Hybrid Heaven*. The Clone Factory is still fairly early on in the game, so expect things to get a lot more difficult later on...



***1** In the centre of this room is a dais containing a lift. Hop on it, and the lift will take you down into the bowels of an unfamiliar building...*

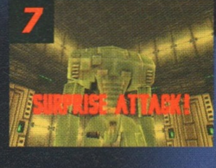
***2** Carry on through a few rooms and make your way to this lift area. But what's that, crumpled in a heap on the floor?*

***3** Good lord, it's a robot. Best give it the thrashing of its life. Careful, though, it's equipped with guns...*

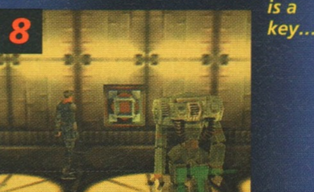
***4** Once you've beaten the metal swine, hop off the lift and proceed to this walkway. Mind the flamethrowers.*

***5** You'll come past what appear to be massive jet engines – but what are they doing here? Well, all will be revealed later in the game...*

***6** To get to the next door, you must run this gauntlet of sentry bots. Shoot them, or, if you're good, run straight past them.*



***7** You'll eventually reach this room – complete with another combat-happy robot. Best destroy him, eh?*



***8** Unfortunately, you can't open the doors in here – shoot this switch on the wall to deactivate a hidden forcefield. Behind it – wherever it is – is a key...*

It's a very odd thing when a game simultaneously surprises you *and* disappoints you, but that's exactly what *Hybrid Heaven* does. We took a long, hard look at it in issue 26's Special Investigation, and one thing was evident: it had the potential to be absolutely cracking. On the one hand, *Hybrid Heaven* fulfils that potential, demonstrating a wealth of imagination and invention – but on the other, it's hobbled by some teeth-gnashing flaws that'll have you tearing your hair out in frustration.

Perhaps we've been a little spoilt by *Shadowman* – which *Hybrid Heaven* faintly resembles, in an 'adult' 3D adventure kind-of-way – but *Hybrid Heaven*'s bad bits are much more pronounced than they were six months ago.

The camera is the worst culprit. It's not as schizophrenic, or wilfully useless as *Castlevania*'s, but it still has trouble navigating corridors and other narrow areas. In fact, even though the C-buttons can manipulate the view (pretty ineffectually, it has to be said), the most successful way to keep the camera in a useful position is to draw your gun – via R – which centres it behind you. Thankfully, though, *Hybrid Heaven* favours wide open areas and large rooms, meaning that, for most of the time, the camera *doesn't* get stuck. When it does, though, you'll scream.

The controls are twitchy, too. The gentlest press of the analogue stick sends Diaz or Slater into a full-blown sprint. Also, it's impossible to walk backwards or strafe to the sides, which, whilst not essential, certainly adds a *hell* of a lot of flexibility to movement and combat. Turning is also a problem: when you're stationary, it takes an age; when you're moving, the turning circle is *huge*.

And then there's the combat.

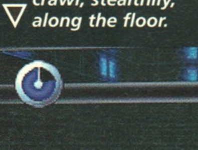
It's not that it isn't great – it's unique, it works brilliantly and the opportunities and flexibility it allows in building up your character are admirable. It's just there's *far too much of it*. Rather than employing some intriguing puzzles or more plot-development, in an effort to keep you interested Konami have decided to throw room after room *after room* of monsters at you, mostly at the start and towards the end of the game. It's simply lazy and, because *Hybrid Heaven*'s fighting scenes are so involved and lengthy, the last thing you want to do after vanquishing some fiend in a five-minute fight is to stroll into the next room and do exactly the same thing again. And then stroll into the room after that and... well, you get the idea.

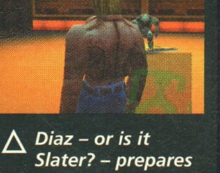
It gets *incredibly* tedious at times, although you'll enjoy combat immensely when it's used sparingly. Building up your skills, your offensive and defensive capabilities and creating your own combos is *fantastic*, but prolonged bouts of turn-based scrapping can be tiresome. And yet, *Hybrid Heaven* redeems itself almost completely thanks to the superbly complex X-Files/Blade Runner style plot (with added aliens, conspiracy theories and US Presidents). The mystery surrounding Diaz and Slater is a wonderfully tricky one, marvellously thought out and full of twists and turns (see the "Basil Exposition" margin note if you want to spoil it for yourself).

Lengthy cut scenes litter the game, keeping the focus on the story, throwing up mission objectives and dramatic plot developments and never letting you feel like you're simply running around corridors

SOUNDS Splendidly echoing footfalls, spot effects and wonderful music all do their bit to add to the apocalyptic sci-fi theme.

▽ Using Z, you can crawl, stealthily, along the floor.



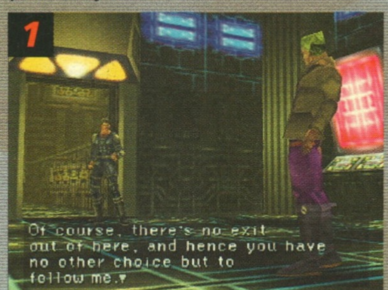


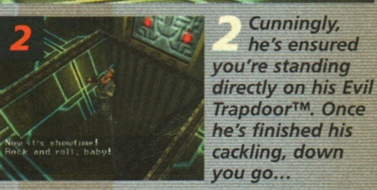
△ Diaz – or is it Slater? – prepares to fight something very nasty.

BIG BROSS ENCOUNTER!

Fairly near the start of the game, when you're Diaz, you'll encounter the mildly unhinged Bross, the Hybrid scientist in charge of the cloning. He'll unleash a huge monster on you, which you can't beat, only run away from. Then, about half-way through the adventure, he'll capture you again…

1 When you encounter Bross for the second time, he'll gloat – like all mad scientists – and tell you all about his plans for you…





2 Cunningly, he's ensured you're standing directly on his Evil Trapdoor™. Once he's finished his cackling, down you go…



4 Bross, from the safety of his Gloating Room™ high above you, laughs maniacally some more.



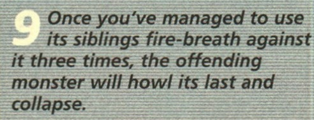
5 And the reason he's still cackling is that – gulp! – there are actually two monsters to fight. One of whom breathes fire…

3 Oh dear. You're in a huge gladiatorial pit, with no visible means of escape. What's going on? Ah – another monster. Yoiks.

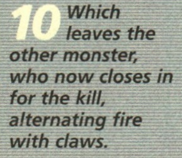
6 Ol' fire-breath then tracks you – hence the moving crosshair – and spews three balls of flame with each breath.

7 Meanwhile, as you're dodging the flames, the other beast closes in for some claw-on-Slater action.

8 So, try to lead the close-combat beast into the flames. If he gets caught in the fire, you'll hurt him – badly.



9 Once you've managed to use its siblings fire-breath against it three times, the offending monster will howl its last and collapse.



10 Which leaves the other monster, who now closes in for the kill, alternating fire with claws.





11 There are huge double doors at the end of the room – stand by them, let the monster charge at you, then dodge at the last minute.



12 Pull this off three times and the doors will buckle and break, plunging the beast through them and to its doom. Job done!

and fighting monsters for no discernible reason. Although it's a shame that the action never gets above ground until the final cut scene – haring around New York City proper would have been ace – the sci-fi stylings of the underground complex keep things interesting and claustrophobic, complete with design inspiration from films such as the Alien series.

Graphically, while things aren't amazingly detailed, everything is commendably clean and sharp, and there's no fogging at all – plus, the game runs at a flawlessly smooth speed. And some of the areas in the game are *huge*. And the sound in the game is cracking – splendidly echoing footfalls, spot effects and wonderful, wonderful music all do their bit to add to the apocalyptic sci-fi theme.

Hybrid Heaven took almost three years to make, and it's easy to see that much of that time was spent constructing the engrossing story and perfecting the splendid one-of-a-kind combat system. Unfortunately, the structure of the game isn't quite as polished as we'd hoped it to be – the over-reliance on constant fighting being the most obvious problem – and it's plagued by some of the same old camera problems that have bugged every developer who isn't called Nintendo, Rare or, to a lesser extent, Acclaim.

However, you'll find that *Hybrid Heaven* – for all its irritating faults – is a brave (and mostly successful) attempt at mixing 3D action-adventuring with RPG-style character building and some cinematic storytelling. It's a rich and compelling mix, even if it is shot through with moments of irritation, and it's quite, quite unique.

And for that, at least, *Hybrid Heaven* deserves to be noticed. It's not, we're disappointed to say, a patch on *Shadowman*, but it beats *Castlevania* for sheer imagination. After all, where else on the N64 would you find bulbous-headed aliens engaged in a civil war, an army of clones lurking underneath New York City, brain-hurting body-swapping plot twists and the President of the United States saving the day? Eeeeexactly.

JES BICKHAM

MASTERY ***Rather than employing some intriguing puzzles, Konami have decided to throw room after room after room of monsters at you.***

pluses and minuses

+
- Fantastically complex storyline.
- Loads o' cut scenes.
- Brilliant combat system.
- Ace character improvement system.

–
- Far too much fighting.
- Occasionally repetitive.
- Naff camera.
- A little empty at times.
- Horribly jerky hi-res mode.

If you like this…

Shadowman
Acclaim
N64/32, 93%
Utterly brilliant 3D adventure with serial killers and swearing.



8 VISUALS
Lacking on the detail front, but evocative and well-implemented.

9 SOUNDS
Superb music and great effects.

8 MASTERY
Technically – camera aside – impressive, with plenty to do.

7 LIFESPAN
20-30 hours of game, plus an intriguing multiplayer option.

VERDICT
Frustrating and compelling, *Hybrid Heaven* is by turns flawed and inspired, but ultimately great fun.

83%



We investigated *Michael Owen's Soccer* in a very special way back in issue 26. Tops!

OLD SCHOOL
We reckon the players in *WLS 2000* look at their best when viewed from a great distance. As long as you can't see their pointy heads and



mutant faces then they can actually look quite impressive. Using the game's blimp camera option you can zoom out to a safe height and take on the game in *Sensible Soccer* mode. It's still just as playable.



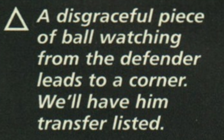
The Dutch giants line up a short corner against the mighty Columbia.



A disgraceful piece of ball watching from the defender leads to a corner. We'll have him transfer listed.



Here's where you fiddle with the formations and settings.



Surely that surface is unplayable...



The floodlight shadows change in real time.

MICHAEL OWEN'S WORLD LE SOCCER 20

The new scally on the block.



INFO BURST

WLS 2000	
FROM:	T•HQ
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	51 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
TBA	Sept 24th	TBA

COST: £45

Everyone remembers Michael Owen for that incredible goal against Argentina in the summer of '98. It did England absolutely no good at all, but at least it gave Liverpool fans something to gloat about.

Now everyone else has the chance to get their hands on the hottest striker in the country, thanks to *Michael Owen's World League Soccer 2000*. Can the game possibly live up to the teenage millionaire's reputation? And more to the point, can it outgun the likes of *FIFA* and *ISS*? Well, actually...





The puny Canadians prove no match for Argentina's strike force, letting in the first of eight goals.

The stadiums are pretty impressive things, based loosely on a selection of real ones.



△ Not a contender for Sports Photo of the Year.

A rare miss by Batistuta against Canada. ▽

△ The old Croats should know a bit too much for Korea.

▽ Conditions aren't great, but it certainly looks Christmassy.

AGUE
00

SET PIECE GENIUS

The free kick system is one of the easiest and most flexible we've seen. You move a small arrow to set the initial direction of the shot, then aim a larger arrow towards where you want the ball to end up. After tweaking the power and height, pressing Bottom-C takes the shot, and the ball should curl between the two arrows. Best of all, you can take one of these free kicks from anywhere on the pitch, even inside your own half.



◁ Having set the direction of the shot, press the button to let rip...

▷ ...And it's there! The keeper stood no chance with that one.

PLAYER POWER
You can play as any one of more than 200 teams, ranging from familiar English and Scottish sides to exotic Japanese and American teams. There are international sides too, so you can set up a World Cup competition, but only the English Premier League



teams include all the proper player names. The rest are all slightly doctored, and unlike *ISS* you can't change them back to what they're supposed to be.

Replays

The replays are excellent. You get to watch your goals from the usual selection of angles, but there are some great little extras. For example, whenever there's an offside decision, the camera switches to a Sky Sports-style view across the line, showing the crucial moment. Plus there's the option to review the last few seconds from the eyes of the ref, the linesmen, or any of the players, so you can hop into your striker's shoes and watch the fear in the goalie's eyes as you tear towards him.



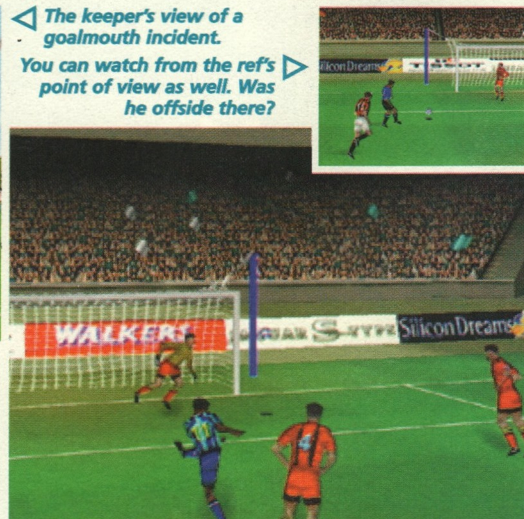
This is Arsenal's Bergkamp as seen by Blackburn's Filan. ▷



◁ A striker's view of a missed opportunity. Well saved, keeper.

◁ The keeper's view of a goalmouth incident.

You can watch from the ref's point of view as well. Was he offside there? ▷





GO! GO!

CLASH OF THE TITANS

There have been a couple of other football games on the N64 in Japan, but *WLS* is only the third major soccer franchise to arrive in Europe. So how does it compare to the slick playability of *ISS* and the all-powerful muscle of the most popular football series ever, *FIFA*?

	LOOKS	SOUND	OPTIONS	REALISM
WORLD LEAGUE SOCCER	*Sharp resolution, but ugly players, poor animation and some slowdown.*  3	*Minimalist commentary from Peter Brackley, fairly ordinary crowd noise.*  3	*Loads of different custom cups, but lacking team editor or player creation mode.*  3	*Proper Premiership players, plus club/ national teams from the rest of the world.*  4
ISS	*Masses of motion capture, remaining perfectly smooth at all times.*  5	*Superb spot effects, woefully inaccurate commentary from Tony 'Hubba' Gubba.*  4	*Outstanding player creator, plus scenarios, custom tactics, handicap options.*  5	*Names and faces can be customised, superb weather effects, authentic moves.*  5
FIFA 	*Lots of jerky animation, hideously deformed players, nice team strips.*  3	*A big name soundtrack and a BBC commentary team create a good atmosphere.*  5	*Historic simulations, player creation, and plenty of different management options.*  4	*Real players from all over the world, coupled with painfully unrealistic action.*  2

STRIP SEARCH
Notice something strange about the team kits? They all use the right colours, more or less, but in the wrong places. So you'll find Arsenal playing in a kind of Denmark strip, Blackburn wearing some sort of inverse Ipswich kit, and all manner of weird combinations for the international sides. We've no idea why. Sorry.







There isn't much to see in terms of animation.

Boo! That cheating Overmars is a human diving machine.



The referee is obviously some kind of Arsenal-loving muppet.

The man between the sticks should take care of that effort.

You can change the handicap level to ensure a fair match.





The player models are at their best when viewed from a distance. Get too close and it's a real freak show.



You've got to be a little bit brave or a little bit 'special' to release a football game on the N64. The *FIFA* series has got the commercial side of the market completely sewn up, thanks to its mind-bogglingly expensive licence, and *ISS '98* is quite simply the most perfect sports game ever made.

Now there's a new contender, endorsed by Scouse boy wonder, Michael Owen. *World League Soccer 2000* features motion capture by the man himself (and Les Ferdinand), real Premiership player names, hi-res graphics and a more realistic playing style than its competitors. What's more, it actually manages to live up to its potential in a way that *FIFA* never has.

The hi-res look immediately sets *WLS 2000* apart from its rivals, although it's a long way behind *ISS '98* in terms of animation. The players don't do much apart from the footballing basics – running, kicking and diving – so you'll never see them getting involved in arguments with the ref or performing extravagant celebrations. Indeed, if you let go of the controls your player will just stand there with his foot on the ball, frozen solid. Coupled with the pin-sharp resolution, the lack of detail in the animations and textures makes the game look much less convincing than either of its fuzzy competitors. It's also much more difficult to get into than *ISS '98*, the four-button control system betraying the game's PlayStation roots, and the menu system is absolutely dire.

VISUALS  ***The hi-res look immediately sets WLS 2000 apart from its rivals, although it's a long way behind ISS '98 in terms of animation.***

GAMEPLAY		OVERALL	
Offers flexibility, realism, and plenty of scope to develop a unique playing style.	4	Ignore the rough edges and you've got a game that beats FIFA, hands down.	4
Instantly responsive. Plays an easier, more arcade-style game than WLS.	5	Still the best football game in the world, but WLS 2000 runs it close (ish).	5
The potential is there, but it's shockingly sluggish and frustrating to control.	3	A triumph of style over substance. Poor handling makes a mockery of the licence.	2



▽ It can look a bit rough at times, but it plays a great game.

△ Fouls are commonplace and rarely punished.

▽ He doesn't miss from there. Top penalty.

Rush goalies

One thing you won't find in *WLS 2000* is the goalkeeping imbecile, bane of all other footie games. *FIFA* seems to follow the old playground rule of putting the fat kid in goal, and even the mighty *ISS '98* suffers from keepers who are prone to parrying uncatchable shots right back into the path of the forwards. In *WLS 2000*, the goalies must have been taking lessons from David Seaman, because they're all experts at tipping the ball around the post or flipping it over the bar when a catch isn't on.



△ *See the way he prepares to pounce on the ball, like some large and hideous cat.*

The lone forward just doesn't have the skill to beat a keeper on this sort of form. ▽





△ *A safe pair of hands at the back is the cornerstone of any successful team.*

The majority of *WLS 2000* is a mixed bag as far as quality is concerned, but there's a lot more to admire than there is to scorn. Once you've mastered the controls, you'll be able to put together the kind of free-flowing, silky football that *FIFA* can still only dream about after four attempts to get it right. You can slide pin-point passes between defenders or whack a hit-and-hope ball towards your number nine. You've got the freedom to take on players using a selection of jinky tricks, or you can use the old one-two to bypass the defence. True, it would be nice to be able to use the extra space on the N64 pad rather than having to hold R to double up the four buttons used, but it doesn't take too long to learn.

Whilst *FIFA* has never failed to frustrate us with its sluggish movement and the terrible lag in time between pressing a button and an action being registered on the screen, *WLS 2000* is as swift and responsive as you could wish for. Not quite as sharp as *ISS '98*, but then it plays a different kind of football. It's much less arcady, because the ball doesn't always stick to your player's feet when running, and it relies more on sudden breaks and surging runs than *ISS '98*'s measured passing game. It's also harder to score, thanks to the brilliance of the computer goalies and the tenacity of the defenders.

Like all sports games, *WLS 2000* is best as a two-player experience. Thanks to the custom competition options, you can set up leagues and tournaments with a mixture of human or computer teams, making it a brilliant game to bring out at a party. Even if you're a lot more skilled than your mates, you can pick your favourite team and use the handicap slider to ensure a fair contest. You can even have an even match between, say, France and England.

If Konami's masterpiece is the Brazil of football games then *WLS 2000* is Holland, Croatia, or any one of those dark horse teams that pop up at every World Cup to claim a few scalps and embarrass the big boys. Unfortunately, then, the second best football game on the N64.

MARTIN KITTS

pluses and minuses



+
- Brilliantly subtle controls.
- Great replays.
- Fast gameplay.
- Better than *FIFA*.

−
- Ugly players.
- Dodgy animation.
- No custom players.
- Not as good as *ISS*.

If you like this...

ISS '98
Konami
N64/20, 92%
The ultimate football game. Great graphics, compulsive gameplay.





6 VISUALS
It's nice and sharp but the players look like extras from the X-Files movie.

7 SOUNDS
Fairly unremarkable. A bit of commentary and a bit of cheering.

7 MASTERY
Technically average, but has a great feel for the subtleties of football.

9 LIFESPAN
As the second best football game on the N64, this will last you at least until the sequel.

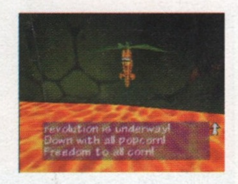
VERDICT
Plays like a dream at times. If only it was a bit friendlier and a bit nicer to look at. Still, it's a fine alternative to *ISS '98*.

84%

PREVIOUSLY IN N64 You have to go waaaay back to **N64**/20 to find a Special Investigation of *Tonic Trouble*.

A-MAIZE-ING

By and large, we're in favour of *Tonic's* graphics. But early on, when Ed blows up a corn-on-the-cob, things take a turn for the worse. The wheat-based fiend explodes in a shower of pitifully poor 2D 'squares' of corn, with animation that sets videogame visuals back 15 years.



MOVING ON UP

It doesn't take long for Ed to improve on his basic running and jumping moves…



BOW TIE

Ed can stretch his comedy bow-tie to create a handy pair of wings, allowing him to float across chasms and onto raised platforms. Pilotwings-style thermals are available to push him high into the sky.



PEA-SHOOTER

A quick tap of the R button and Ed whips out his pea-based weapon. Although there's a laser sight attachment (?), it's best to flick to the first-person view for the most accurate cap-popping.



HEXAGON TILES

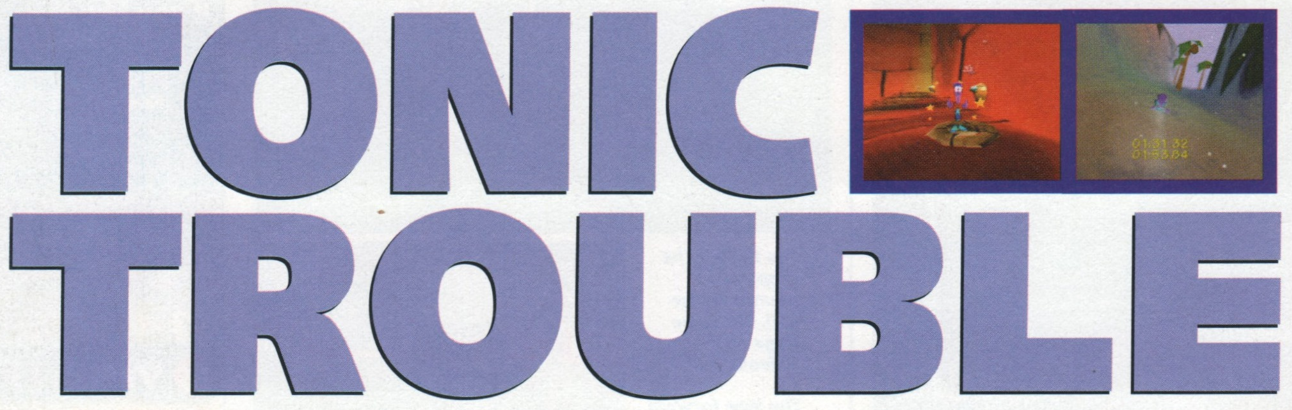
A shameless rip-off of Banjo-Kazooie, these. Ed can metamorphose into whatever's scribbled on the tile, which could be a bee, an Egyptian mummy, or… er, a pneumatic crusher.



POGO STICK

This springy pole is the last of Ed's acquired skills. It allows him to bounce safely along firey corridors and gives him the power to break open wooden floor panels to access secret areas. Lovely.

TONIC TROUBLE



Tonic? No. Trouble? Most definitely.



△ *Ed meets someone even uglier than he is.*

The fire effects are most unconvincing. ▷

◁ *Electricity ahoy. Unfortunately, the game is devoid of any bright spark.*

△ *With any luck this doorman will put Ed in hospital for a while.*

INFO BURST

TONIC TROUBLE

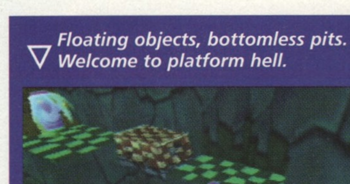
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK: 38 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
September		TBA

COST: £40

Floating objects, bottomless pits. Welcome to platform hell.







Hopefully it will take at least three years to make the sequel.

If it was a crime to 'borrow' ideas from existing games, the developers of *Tonic Trouble* would probably find themselves banged up for life. On their search for game features, Ubi Soft have slipped their pilfering hands into the pockets of titles as diverse as *Mario 64*, *Pilotwings*, *Lylat Wars* and *Snowboard Kids*. In fact, we struggled to find one original idea in the entire game.

The real crime, though, is how these stolen ideas – which functioned flawlessly in the original games – have been re-cycled with such jaw-dropping ineptitude. We've never seen a *Mario*-style camera executed so poorly, a *1080°*-influenced downhill race with so little excitement, or the energy-bolt tennis match from *Zelda* re-created with such laughable simplicity. *Tonic*'s central character, Ed, can even change form (à la *Banjo-Kazooie*), but rather than this leading to new sub-games or previously inaccessible areas, it simply allows him to stroll through a solitary locked door.

It's platforming at its most uninspiring, and isn't made any better by the tedious level quests. Ed's life revolves around scampering along pre-defined routes, pressing the odd switch and – *very* occasionally – thwacking an animated bad guy. The ugly purple chap's ever-increasing range of abilities is never exploited – there's one stage that takes advantage of his flying skills (a direct copy of *Diddy Kong Racing*'s Hot Top Volcano), but otherwise abilities such as pogoing, swimming and pea-shooting are entirely wasted.

Tonic isn't without its involving moments – two-thirds of the way through the game, one or two interesting *Zelda*-style brain-teasers crop up, including the fun 'Giant Cat' puzzle and a few crate-shunting tasks. But there's no real *challenge* – you'll work out the solution to every problem almost immediately, because you'll have seen something exactly like it in *Mario 64*, or *Banjo-Kazooie*, or *Zelda*. Platforms that dissolve, rocks that roll onto switches, wall-mounted targets that open doors – it's all so depressingly familiar. And it's probably why we zipped through the game in a mere *five hours*. Not good.

Still, we can't write *Tonic Trouble* off completely. Ed's adventures might be uninspiring and unoriginal, but the controls and level designs are *just* good enough to make playing the game, if not enjoyable, then at least relatively pain-free. The visuals aren't bad, either, with sprawling, fog-less interiors, colourful textures and well-animated characters. The quirky Gallic style won't be everyone's cup of tea – it's probably only the French who see walking toasters, flying Vikings and a limbless purple hero with giant teeth as 'loveable' – but it beats *Gex 3D*'s sloppy mess.

MASTERY ***It's platforming at its most uninspiring and isn't made any better by the tedious level quests.***

However, just as you're prepared to succumb to *Tonic*'s limited charms, the camera ruins everything. It locks behind walls, floats directly in front of Ed's face, or refuses to move into a useful position no matter how many times you stab at the C-buttons. The Z trigger is no help, either, flicking the view to behind Ed at such speed that we felt all dizzy and had to have a lie down. We've never experienced a camera that so hinders gameplay.

So, that's *Tonic Trouble*. A platformer, nowhere near as pitiful as something like *Chameleon Twist*, but with few exciting moments, a lack of new ideas, and sackfuls of problems. You have to ask: Why did Ubi Soft waste three years on this?

MARK GREEN

BIG ED





Wandering around Ed's world, you'll notice several old-fashioned popcorn machines scattered around each level. By gobbling the fluffy snack, the purple fool can temporarily become the pumped-up, muscle-bound superhero, Super Ed. Super Ed moves slowly and can't jump, but he's essential for clicking underwater switches, ripping open the iron bars which block some passageways, and kick-starting broken machinery. Inevitably, Tonic Trouble fails to exploit the potential of this extra ability, but it's still an interesting little extra. Oh, and if you're wondering where the developers stole this particular idea from, it's Mario 64's Metal Cap Mario.

pluses and minuses

+
- The graphics aren't too bad.
- Fun, if you switch your brain off.

–
- Dull.
- Horrendously inadequate camera.
- Offers around six hours of play.
- You've seen it all before.

If you like this...

Banjo-Kazooie
Rare
N64/18, 92%
Where *Tonic* stole most of its ideas from.



7 VISUALS
Colourful and fast-moving. Shame about the fog in the downhill slaloms, though.

5 SOUNDS
The music isn't much cop, and Ed's speech snippets are teeth-gratingly irritating.

6 MASTERY
Acceptable, but both *Banjo-Kazooie* and *Mario* made much better use of the N64.

3 LIFESPAN
Buy the game, take it home, finish it before bedtime.

VERDICT
A painfully average platformer which shamelessly steals from a host of much better N64 games. Ignore it.



pluses and minuses

+
- Genuine gameplay enhancements.
- Thumping soundtrack.
- Perfect handling.
- Vicious multiplayer.

−
- You can't play it on a Game Boy.
- You probably own ten other versions of *Tetris*.

If you like this...

Tetrisphere
Nintendo
N64/13, 69%
Unusual spherical puzzle action from the same developers and musicians.



7 VISUALS
Chunky pieces, colourful backdrops and interesting 3D monuments.

9 SOUNDS
Needs to be played as loud as possible.

7 MASTERY
Well nobody else has managed to do a decent *Tetris* update on the N64.

9 LIFESPAN
It's one of those games where you could easily keep going forever, particularly versus a friend or three.

VERDICT
At long last the N64 has the puzzle game it deserves. Don't miss out, even if you think you've already seen everything *Tetris* has to offer.





INFO BURST

THE NEW TETRIS

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	1 page ✓
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Sept 10th	TBA

COST: £40



Two golden mono-squares – that's at least 90 lines.

The first wonder of the world, a whacking great Mayan temple.

You can dump your garbage on your least favourite player.

N64 MAGAZINE STAR GAME

THE NEW TETRIS

N64 Tetris in 'Not Crap' shocker!

T*etris* updates are things we generally tend to approach with extreme caution. After all, the reason *Tetris* is the finest puzzle game ever made is because of its simplicity, and messing with Alexey Pajitnov's classic formula has proved to be a bad mistake for the likes of Capcom, Seta, and even Nintendo.

So imagine our surprise when *The New Tetris* turned out to be the big screen adaptation we've all been waiting for. The designers of the game, H20, haven't gone crazy with the kind of new shapes nonsense seen in *Magical Tetris* and *Tetris 64*, and the only gameplay additions are a couple of new tactics and a revised scoring system – the old points tally being replaced by a simpler lines score. It works brilliantly, and it's far better than having a high score table full of seven-digit numbers.

If you can make a self-contained, 4x4 square somewhere in the playing field, then you'll be well on your way to the kind of lines total you never dreamed possible in previous versions. The three different game types (sprint, ultra and marathon) all benefit from the new system, as does the excellent four-player mode, in which you can select where to send your 'garbage'. In practice, this generally means that everyone gangs up on the best player, but there's also a variation in which the garbage is dumped on whichever poor sap has gone the longest without making a line.

VERDICT *The best puzzle game you'll ever play on your living room TV.*

To keep you going, every line you make is a down-payment on one of the seven wonders of the world – rack up enough points and you'll earn a trip around a 3D version of the monument, complete with history lesson. If that doesn't take your fancy, you also get a new backdrop and a new tune, and the music is outstanding. It's certainly well worth playing for the full 500,000 lines needed to unlock the last wonder.

The final enhancement is the ability to place your blocks at the bottom of the screen without waiting for them to drop, simply by pushing up on the D-pad. It's such a handy feature you'll find yourself wishing you could do the same thing on the Game Boy version too. You might not be able to take *The New Tetris* on a plane journey, but it's the best puzzle game you'll ever play on the living room TV.

MARTIN KITTS

GOING FOR GOLD

Making a 4x4 silver multi-square from different types of blocks earns a bonus of five lines for each single line you get rid of, but the gold mono-squares, constructed from one kind of block, are where the big points are at.

Getting rid of a whole mono-square at once earns you a whacking 45 lines – that's four lines removed, 4x10 bonus lines, plus an extra one for scoring a tetris.



PREVIOUSLY IN N64 We've steered well clear of *Rugrats: Scavenger Hunt* until now.



△ A child's-eye view of the world. Frightening.

△ On this board, Reptar vomits sweeties onto the lucky children.

▽ Avoid Angelica – she's only there to steal all your hard-earned goodies.

△ The 'Zzzz' square sends your player to sleep, filling their energy bar in the process.

TILE FILE

Where *Mario Party* offered over 60 frantic sub-games, *Rugrats* has a few minor 'events' tied to individual tiles on each board. Incredibly, the most exciting of these is a two-player scissors-paper-stone contest, which crops up on the pirate board. Coins and treasure are the rewards for the winning player, although the presentation is so clumsy it's often difficult to work out exactly what's going on.

The other tiles feature thrilling moments such as 'lose a go', 'move forward two spaces' and 'go to a different area of the board'. Fun? Not in the slightest.

△ The 'thrilling' scissors-paper-stone game. We cried real tears upon seeing this.



△ Tommy's earned four cookies here – he can swap them for pieces of treasure later.

▽ Jump on Spike's back to move a few extra spaces.

pluses and minuses



- The speech is occasionally cute.
- It's got the characters from Rugrats in it...

–

- ...but they look and sound awful.
- Limited interaction between players.
- Hardly anything exciting happens.
- Only one board is any good.

If you like this...

Mario Party
Hudson/Nintendo
N64/27, 85%
Brilliant multiplayer laughs with a host of inventive sub-games.



6 VISUALS
Pretty, colourful visuals, ruined by hopeless animation.

5 SOUNDS
Muffled speech and a quiet version of the TV show theme.

4 MASTERY
Real-life board games made from plastic and cardboard offer a whole lot more.

3 LIFESPAN
Repetitive play and a limited number of games mean this won't last long.

VERDICT
A board game that fails to either take advantage of its license or exploit a fraction of the N64's potential. Sad.

48%

RUGRATS TREASURE HUNT

More 'bored game' than 'board game'.



INFO BURST

RUGRATS: SCAVENGER HUNT	
FROM:	T•HQ
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: xx pages	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Sept	TBA

COST: £40

Why don't developers ever learn? The team behind T•HQ's new game have ignored *Mario Party*'s comprehensive lesson in how to create an enjoyable N64 board game, and decided instead to bring us an ugly, boring mess of a game. As far as sheer excitement goes, *Rugrats: Scavenger Hunt* is right up there with Snakes & Ladders and Snap.

To be fair, *Rugrats* is obviously intended for a much younger audience than most N64 titles. But the play is so painfully dull – roll dice, move forward, earn cookies, wait for next go – that most kids will be back playing with their Furbies after only a few minutes. Even landing on a 'hunt-for-treasure' square is unexciting – you simply get to jiggle the camera around a bit and await the random result of your search.

Of the three boards on offer, it's best to forget about the first (a boring 'let's all work together' game) and the third (a hopelessly tedious circular track). The remaining map, based around lost pirate booty, is the least monotonous, but still offers precious few opportunities to do anything other than wander around collecting cookies.

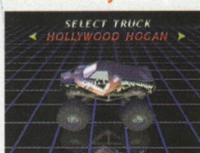
Even the loveable babies from the cartoon have been wasted. They look reasonably authentic, but move like robots from a cheap 1960's sci-fi movie. And while it's nice to see the characters mouths' move in time with their words, they all sound like they're speaking from underneath a big pile of clothes.

Like *South Park*, seeing your favourite TV stars come alive on the N64 (no matter how hopelessly) is fun for a while. But there's nothing here to justify spending £40 on, especially when you can find Ludo in the Argos catalogue for a sixth of the price.

MARK GREEN

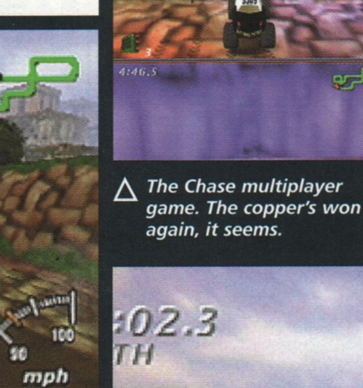
PREVIOUSLY IN N64 We had a lil' Future Look at *MTM* in **N64**/29. We did, honest. Check, if you like.

MANY MONSTER TRUCKS
Splendidly, *Monster Truck Madness* allows you to choose from over 30 different monster trucks, all licensed from their real-life counterparts. You'll find trucks belonging to Hollywood Hulk Hogan and Sting (which will no doubt make American buyers of the game doubly pleased with themselves); something that looks like it's made out of bone; and a police car with lights that actually work. Nice. Unfortunately, though, they all handle in exactly the same way.









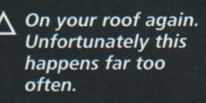
△ The Chase multiplayer game. The copper's won again, it seems.

▽ A big jump, that, eh? Plus some nice fogging, too.



△ On your roof again. Unfortunately this happens far too often.

▽ Night driving in the police car.



△ The rocket is one of Monster Truck's more efficient power-ups. Just watch it go...



MONSTER MADNESS

It's madness! In monster trucks! Ahem...

INFO BURST

MONSTER TRUCK MADNESS	
FROM:	Take 2
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	xx pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✓
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?
US: Now | UK: Now | Japan: TBA

COST: £40





△ One of the dastardly CPU trucks broadsides us in a fit of anger. Swine.

◁ More night driving – this time in Hollywood Hogan's NWO truck.



△ It's quite pretty, isn't it? Shame it's not that much fun.

A snowy day – where's the track gone? Help, aargh, etc... ▽



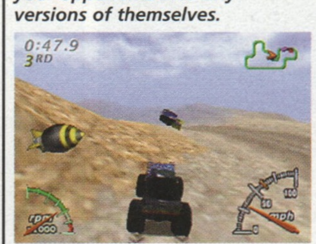
POWER HOUR

Where would any self respecting 'wacky' racing game be without power-ups? Nowhere, that's where. And *Monster Truck Madness* sports a selection ranging from the traditional to the inspired. Here they are…

HOVER *The best thing about MMM by miles. The Hover power-up is cracking, if completely bizarre. Activate it and – in a Back To The Future style – your truck's wheels will fold beneath you and you can fly for a short period. Great stuff.*



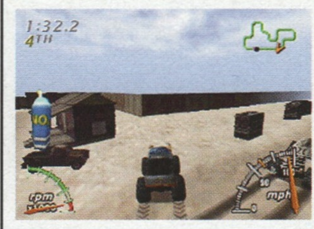
SHRINKER *Looking more like a bomb than an opponent-miniaturising fun-machine, the Shrinker fires out three blue bolts of homing energy that turn your opponents into tiny versions of themselves.*



ROCKETS *Bog standard missiles, these, although they will home in a little providing there are no sharp corners nearby. You get three per pick-up, and they'll send enemy trucks miles into the air, which is faintly amusing.*



NITRO *Predictably, this boosts your speed, although not to particularly cheek-flapping levels. The boost is accompanied by a corona of orange light, which is pretty, but overstating the case somewhat.*



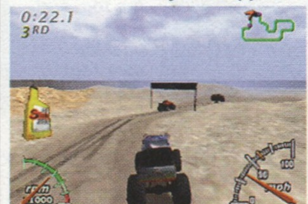
SHIELD *Yes, it's a shield, but, as the opposition don't use power-ups in the single player game, use it primarily for barging them off the track; the blue electricity shell will catapult them far away.*



INVISIBILITY *Not only does this power-up render you transparent to the opposition but it allows you to pass straight through solid objects, which is handy when the nasty sprite-trees get in your way.*



OIL SLICK *Popularised by Spy Hunter and some James Bond films (probably), the oil slick simply skids anyone hitting it out of control. Unfortunately, it stays for the duration of the game, so remember where you dropped it.*



SPRING *Entertaining but only sporadically helpful, the Spring shoots you miles into the air. Handy for taking a shortcut over a mountain rise, perhaps, but the chances of a good landing are non-existent.*



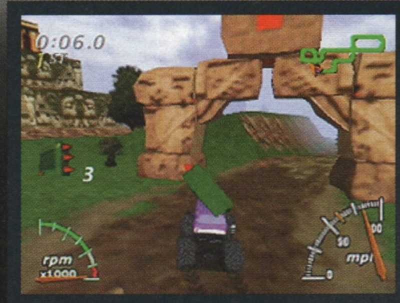
TRUCK

Monster Trucks, eh? It's hard to understand quite how popular these balloon-wheeled monstrosities are in America. They're almost as well-loved as wrestling – a similarly oversized pantomime – but not, obviously, as entertaining. As such, *Monster Truck Madness* may fare rather better across the Atlantic than over here, because, free from the bewildering excitement that surrounds it, *MTM* is just very average.

It doesn't help that the game is a tweaked version of the PC title released here over three years ago. Indeed, if truth be told, it's all a bit 1996: blurry, brown and riddled with fog. And although developers Edge of Reality have thrown in a few natty effects – such as some lovely lighting when missiles spread their orangey glow over the landscape, visually, *Monster Truck Madness* is undoubtedly first generation. Unfortunately, it doesn't play that well either.

Saying that, there are moments when *Monster Truck Madness* threatens to impress. Commendably, the game comes complete with a decent variety of options. There are four different day variations, and the dusk option is almost as pretty as the equivalent effect in *Pilotwings 64*. Also on offer are various weather effects – including, without a hint of irony, fog. Snow is the most interesting, though, because the ground is gradually covered as the race progresses, starting as a muddy dirt track and finishing as a white-blanketed winter wonderland. The grey gloom of rain is also intriguing: the more rain that falls, the more your handling is affected. The pitch black option, though, is virtually unplayable; you have to navigate pretty much through memory alone and we're baffled as to why it was included.

VISUALS **Monster Truck Madness *is all a bit 1996: blurry, brown and riddled with fog.***



△ *Picking up a missile on the Ruins track. Luckily you're in first place.*

Any good work presented by the options, though, unravels swiftly. This is mostly because piloting a monster truck bears an uncanny similarity to hurling Backlash around *Blast Corps'* Moon level. Everything is absurdly 'floaty' – hit a bump and you'll fly into the air, invariably hitting the ground, rolling over and skidding for several metres before you're placed back on your wheels. The sheer over-the-topness of it is quite entertaining for a while, but soon becomes tiresome

GO! GO!

EXTRA STUFF
On each track you'll find pots of stuff that can be moved around by battering it with your truck, seemingly for no other reason than the developers thought it might be nice that you could. So small boxes slide across the floor, barrels can be bounced around and, on some occasions, derelict cars can be smashed about. We say on some occasions, because there are certain courses – the Junkyard is one – that feature cars that are glued to the spot. Very odd indeed.









ALL-WHITE
The snow option, as we've said, is very pretty indeed, gradually coating the ground until all you see is glorious white. But this of course hides the track from view, so you'll have to navigate by memory alone, or else keep the CPU trucks in view or try to follow power-ups and checkpoints, which isn't easy at all. *Monster Truck Madness* is, in no way, shape or form, an easy game. But that's mostly because it's a bit unfair.

pluses & minuses

+
- Plenty of options.
- Loads of multiplayer modes.
- Huge courses.
- Loads o' monster trucks.

–
- Far too 'floaty'.
- Far too skiddy.
- Frustrating to play.
- Too slow.

If you like this...

Beetle Adventure Racing
EA
N64/27, 81%
American-style racer with loads of shortcuts



5 VISUALS
Foggy and drab, but with the odd sparkling lighting effect.

5 SOUNDS
Shouty American bloke and beepy dance combo.



6 MASTERY
There's lots in here, but it's not particularly polished.

6 LIFESPAN
In all probability, it's the multiplayer options that'll keep you going.

VERDICT
It could have been great fun, were it not for the fact that you never have complete control. There's plenty to do, but it's just too frustrating to stick with.



66%

A GRAVE SITUATION

Let us take you through the highs and lows – quite literally – of *Monster Truck Madness*'s first course, the Graveyard. Wooo, grrr, spook, etc....



1 And we're off. There are only four vehicles on the track at any one point in Monster Truck Madness, and the CPU opposition tend to group together making overtaking a tricky proposition.



2 Luckily, though, we can cut across this first corner, picking up a missile power-up in the process. The power-ups tend to be placed just off the beaten track. As it were.

3 Then it's through the first checkpoint, and time to show the opposition just what it means to mess with N64. Hence, a rocket up the backside – somewhat impressively, the enemy goes flying in the air.



4 A couple of checkpoints later, and we're into this tunnel. Because of the fog, and the dark (making, um, dark fog), you'll need to know where the corners are, or you'll end up on your roof.

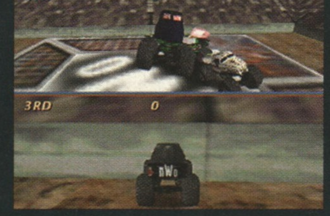
5 Grab the spring power-up on the way out, activate it on the ramp, and – boinnng! – there we go, miles in the air. Touchdown is always a risky proposition with the spring, so be prepared to crash.



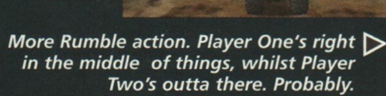
6 When you've landed, you'll come up to the last corner, leading to the finish line. You'll find a hover power-up here, so use it for a last-minute burst of speed. Nicely!



The chicken truck moves in for the kill. Squuaaawk!



Rumble mode – in the house! Ahem. Not too bad, this 'un.



More Rumble action. Player One's right in the middle of things, whilst Player Two's outta there. Probably.

because of its inaccuracy. Cornering is equally as problematic, and irritatingly erratic; you skid out, accompanied by the camera swinging in a seasickness-inducing manner.

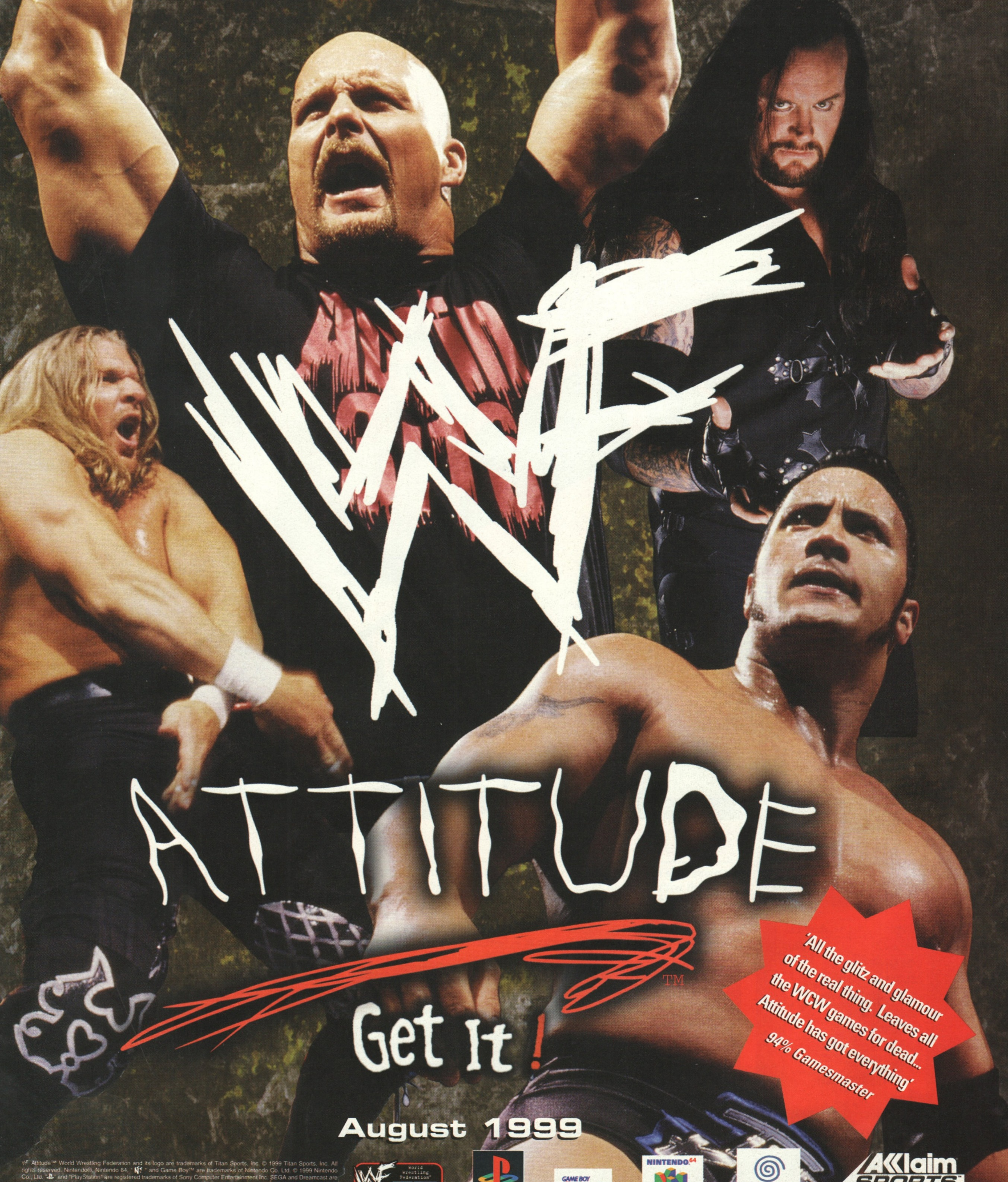
Add all this to a strict championship mode and *Monster Truck Madness* is, at times, unforgivingly evil. Despite the sprawling landscapes you're presented with – where you can, brilliantly, pretty much go anywhere – you absolutely *have* to go through the regular checkpoints dotted around the track or you'll lose. It completely stifles the game and destroys any sense of off-road fun that you might reasonably expect from a title such as this.

Where the game partially redeems itself is in the multiplayer, which is far more entertaining than the single-player game. Aside from the straight racing mechanics of Tag and, um, Chase, the Football and Hockey options offer a more imaginative twist on things, and the Rumble game is more violent than both. Of course, the teeth-gnashingly vague physics still hamper accuracy and enjoyment – in Rumble especially, as a high-speed run-up to the ramps will see you go sailing straight over the central platform. And scoring a goal in the Hockey game, with the added bonus of an icy floor, is a slippy-slidey thing of chance.

MASTERY *It exaggerates everything in the name of 'fun' and at the expense of control and skill*

So what we're left with, ultimately, is a peculiarly 'American' type of game that some will love and some will hate. Following in the grand tradition of games like *San Francisco Rush* and *Beetle Adventure Racing*, *Monster Truck Madness* exaggerates everything in the name of 'fun', and at the expense of control and skill. Which, paradoxically, makes it less enjoyable to play the more you try to get to grips with it. It's by no means a terrible game, it's just that it's pitched at the less demanding player – and, with games such as *World Driver Championship* in the stores, and the evergreen *Mario Kart* now available for £30, *Monster Truck Madness* sits uncomfortably between straight racing thrills and wacky power-up inspired mayhem and doesn't offer enough of either. A shame.

JES BICKHAM


WWF
ATTITUDE™
Get It!
'All the glitz and glamour of the real thing. Leaves all the WCW games for dead... Attitude has got everything'
94% Gamesmaster
August 1999
World Wrestling Federation
OFFICIAL LICENSED PRODUCT
PlayStation
GAME BOY COLOR
NINTENDO 64
Dreamcast.
Acclaim SPORTS
www.acclaimsports.com

PREVIOUSLY IN N64 We previewed *Re-Volt* back in **N64**/31. Grand.

RE-VOLT

All the fun of RC cars without the £20's worth of batteries.



Preparing to start, with the Phat Slug bearing down.

SMALL WONDERS

It's impossible not to fall in love with *Re-Volt*'s collection of petite radio-controlled cars. There are 28 in total, each with a unique speed, acceleration and 'weight' (turning speed), and all earned by winning championship races, completing time trials and collecting hidden stars. The heavier cars are more controllable – our favourite, Bertha Ballistics, combines speed, tight handling and sexy combat-style patterning. It's worth remembering that some challenges can't be completed without certain vehicles, so approaching them in the correct order is essential.







INFO BURST

RE-VOLT

FROM:	Acclaim
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 23 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US: August / UK: — / Japan: TBA

COST: £40

MAKING TRACKS

Hats off to Acclaim for squeezing a fully-fledged track editor into the *Re-Volt* cartridge. It's limited – the assorted bits of straight, corner and tunnel are available in a mere two varieties – but there's still the potential to create literally hundreds of deviously tricky courses. We set about building the Rollercoaster O' Death™, but it didn't play quite as well as it looked. The giant ramp repeatedly chucked us off the track completely, while the computer cars found it all a bit much, spinning out on the first corner and spending the rest of the race looking a bit confused.







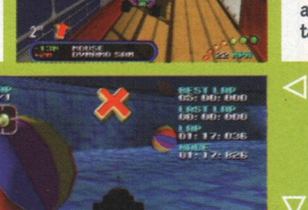


Preparing to overtake the RC Bandit. Brrrm.

Toy-tanic is packed with giant jumps.







FLIP ME

Car flipped over? Wheels spinning embarrassingly in mid-air? The R button is your man. A quick tap and your vehicle will be lifted up, turned over and dropped back down. And if you've *really* lost your way, Top-C will plonk your car back on the centre of the track – although it certainly takes its time doing it.



The red cross means this car's taken a wrong turning. Reverse!

Those plinkety-plonk piano keys.

The Botanical Gardens. Ain't they bootiful?

Re-Volt's courses are pleasingly bumpy.

Friction-less ice-covered track ahoy.

R*e-Volt* is just about the most frustrating racer we've ever played. Attempting to control the game's tiny radio-controlled vehicles has reminded us exactly why the last RC car we owned ended up being stamped on and thrown in the bin. It's a miracle we haven't done similar things to the *Re-Volt* cartridge itself.

Believe it or not, though, that's not a complaint. *Re-Volt*'s main role in life is to recreate the maniacal behaviour of those itty-bitty cars with the aerial on top, and it does it brilliantly. They flip onto their roofs, they stop dead after clipping a stone, and they never, *ever* travel in a straight line. The fact that they're a pain to control is testament to Acclaim's attention to detail – although that won't come as much consolation when your car is lying stranded on its back for the fifteenth time.

> **MASTERY** *It's the insane layouts that ultimately scupper* Re-Volt *– the courses seem to want you to fail.*

Of course, RC cars aren't meant to scoot around boring old racetracks, so *Re-Volt*'s tracks are set in real-life environments. Which is the game's first and biggest mistake. Authentic back-alleys, wild west towns and replicas of the Titanic are all very well, but the sprawling openness of each track only serves to camouflage the actual path you're meant to be taking. It's not uncommon to find yourself zipping around a fitted kitchen or giant museum exhibit, without the slightest idea where the track's gone.

We obviously weren't the only ones to find the open-plan courses confusing, as there are *two* on-screen arrows making a futile attempt to keep you on track. It's not that they do a bad job – the giant *V Rally*-style pointer which flashes up before each corner is a life-saver – they're just not enough to prevent several 'which way now?' panic attacks per lap.

The only option, then, is to persevere in memorising the obscure track layouts. With that done, things start picking up. The fiddliness of *Re-Volt*'s analogue controls – which forced us to revert to the D-pad at first – improves as you earn flashier, heavier cars. This leads to fewer collisions, helping maintain the game's breathtaking speed,

GO! GO!





pluses & minuses

+
- Smooth, detailed visuals.
- Speedy and exciting, if you can master the controls.
- A brilliantly varied collection of cars.

−
- Badly-designed tracks.
- The RC car angle is a bit gimmicky.
- Surprisingly easy to complete.

If you like this...

Micro Machines 64 Turbo
Codemasters
N64/25, 86%
Toy cars scamper over tabletops and under kitchen tables.



8 VISUALS
At times, as fast and good-looking as a top-notch PC game, but can get jerky and foggy.

7 SOUNDS
Irritatingly catchy tunes ruined by the teeth-juddering buzzing of the RC cars.

8 MASTERY
Technically impressive and supremely quick.

7 LIFESPAN
The championships, time trials and challenges are too easy, despite the tricky track layouts.

VERDICT
A disappointing racer, which is fast and exciting one minute, and frustrating and flawed the next.

73%

FIRE AWAY

Re-Volt's weapons are, to put it bluntly, rubbish. The homing missiles don't home, oil slicks can't be laid without your own car skidding off the track, and the turbo makes steering around corners near-impossible. There's also a giant ball bearing, which looks great as it rumbles slowly along, but doesn't seem to have an effect on any vehicles it touches. None of this is helped by the weapon icon in the corner of the screen, which is so small as to be invisible. Sadly, we found it best to simply turn the power-ups off and race without them.



If you find a star, grab it. It gives you the power to stop your oppenents dead for a few seconds.

Bad news – your car's been turned into a time-bomb.

The worthless ball bearing in full effect.





Vertical – not a race-winning orientation.



Look at the car! It's like the Land of the Giants.

The missile is pretty, but close to useless.

We sense trouble up ahead...

Run over the spark to collect a weapon.



A rare 'choice of routes' moment.

We bet he comes a cropper on that turn.

while the stunning (if fog-laden) scenery and a host of neat visual touches – collapsing piles of toy bricks and supermarket tills towering above the minuscule motors – keep your eyes happy.

The computer opponents aren't much cop, sadly; you'll often find them skidding all over the shop, blowing themselves up with their own missiles, or trying to negotiate tricky corners by smashing into the wall. We finished one race 300 metres ahead of the car in second place, despite having to reverse halfway through the third lap after taking a wrong turn.

Sadly, there's a simple reason why the computer cars' have so much trouble – it's those incompetent circuit designs again. Aside from the 'hidden track' problem mentioned earlier, the later courses are ridiculously twisty – Acclaim seem to have had a competition to squeeze in as many 90 degree turns as possible. It's no coincidence that even after we'd completed every cup, unlocked all the cars and beaten every time trial challenge, we *still* couldn't finish the supposedly 'easy' Museum track without crashing the car three or four times.

It's this insane course layout that ultimately scuppers *Re-Volt*. The courses seem to *want* you to fail – every tight turn features an unavoidable jutting wall, every straight is littered with posts just begging for you to flinch and smash into them. Ironically, the only course we really enjoyed – the Botanical Gardens – is the one that looks and feels most like a real race track. Ninety-odd seconds of giant jumps, bridges and lush green scenery are infinitely more enjoyable than ten laps of tortuously winding supermarket aisle.

There *is* fun to be had with *Re-Volt*, but there's also a great deal of frustration, boredom and disappointment along the way. Strip away the welcome extras (stunt tracks, star-collecting sub-games and the track editor) and all you're left with is a short-lived, gimmicky racer, which contains enough frustrating moments to make you scream yourself hoarse.

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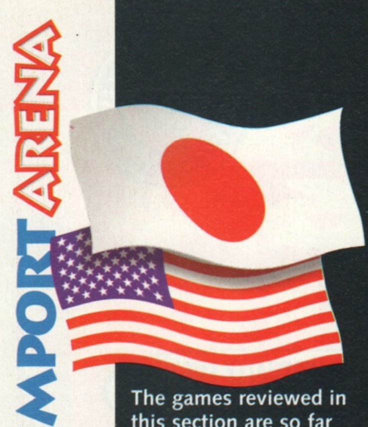
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PREVIOUSLY IN N64 We broke the news of a new Konami footie game in **N64**/32.



Substitution time for the mighty, er, Purple Sanga.

Grampus Eight. Gary Lineker's club of choice, and Japan's most famous.

Dribbling in Perfect Striker 2. Just like dribbling in ISS '98.

Sadly, there are no new injury animations to talk of. Pity.

Penalties work in the same way. Use the square to place the ball. Nifty.

Sliding tackles. A thing of beauty in ISS, and now, incredibly, even better in PS2.

N64 MAGAZINE STAR GAME

J-LEAGUE PERFECT

It's the new ISS! But, exactly how new is new?

INFO BURST

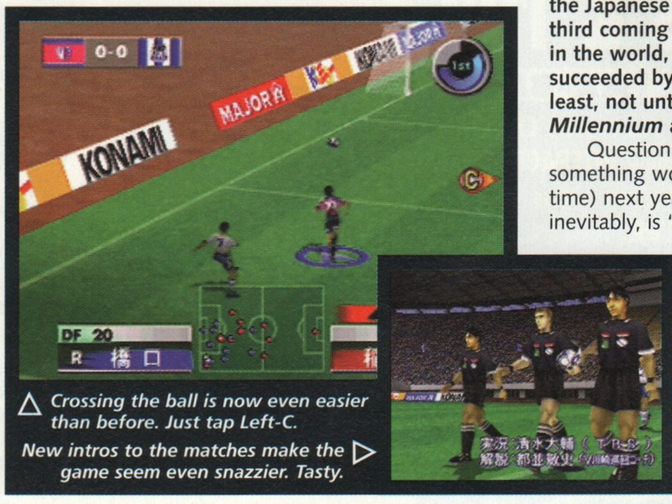
J-LEAGUE PERFECT STRIKER 2

FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK: 123 pages	✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Spring 2000		Now

COST: ¥6800 (approx £35)



Crossing the ball is now even easier than before. Just tap Left-C.

New intros to the matches make the game seem even snazzier. Tasty.

So, after a quick detour into *WLS* territory we're back to the proper thing. Okay, ***almost*** the proper thing. ***J-League Perfect Striker 2***, the Japanese version of ***ISS***, marks the third coming of the greatest football game in the world, and for once won't be succeeded by an English translation. At least, not until next year when, finally, ***ISS Millennium*** appears.

Question is, then, have we got something worth looking forward to (some time) next year? The answer, almost inevitably, is 'yes'. What's not *quite* as certain is whether this latest instalment marks any significant *change* for the series. The differences between *ISS64* and *ISS '98*, for example, were fairly hefty, certainly, once you'd played the game for a fair while. But, after spending a couple of days playing *Perfect Striker 2*, it



Fortunately, we could find our way around the options.

It's the intricacies of the control system that make it ace.

Stacks of stadiums and you can also adjust weather as expected.

Curl the ball with Z for optimum penalty area scramblage. Nicely done.

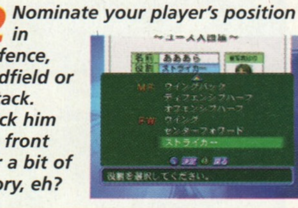
There's still that slight fuzz that has marked out ISS games. Hi-res, please!

Careering Around

Choose career mode and you choose a world of Japanese menu bars…



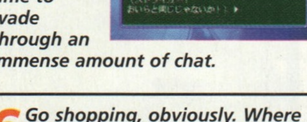
1 Choose your player. Do you go for: a) Clean Living, b) Spice Boy, or c) Ugly? Answer: Ugly.



2 Nominate your player's position in defence, midfield or attack. Stick him up front for a bit of glory, eh?



3 Adjust personal details. Unfortunately, the only one we could understand was height. Still, look what we've managed to do! Ahem.



4 Once all that business is out of the way, it's time to wade through an immense amount of chat.

5 Ah, this is more like it. Options. Do you want to train, chat to the manager, or go shopping?



6 Go shopping, obviously. Where to go first, that's the question. So many stores to visit, so little time. Ah, isn't it great being a footballer?



7 Alright, keep your hair on. Your team mates aren't particularly pleased about your shopping trip to Marks and Sparks. Hmf. Footballers. Fickle lot.



8 Which means you have to go back to training, and start working on individual skills. Tsk. Not as good as shopping.

STRIKER 2

soon becomes clear that very, very little has changed since the last outing (at least as far as the admittedly fantastic matches are concerned). In fact, we could probably play this with our eyes closed.

Try to decipher the options screen, though, and you discover the main reason for this surprising non-change: all the work has gone into creating a management-style career mode. This intriguing twist on *Premier Manager* sees you choosing a player and then taking hold of his career, ensuring he gets the best deals, plays for the best teams, gets the best sponsorship, and so on. Sadly, it's so text-heavy that it's almost impossible to follow the game past the second or third screen (unless, of course, you can speak a bit of Japanese), leaving only the main game if you're thinking of importing. It promises much, though, for the fully PALed-up *ISS Millennium*; imagine *ISS* with a smidgen of RPG. Now *that's* special.

But, of course, for British NTSC-owners, that doesn't actually leave *that* much. Granted, you've still got the brilliance of *ISS* here, but if you've already invested in the past two versions, you're going to struggle to find much to warrant further wallet-emptying. There are *some* extras during games. Referees have a word with players before brandishing cards (before, if you were pulled up for a reckless challenge, you'd be carded right away), there's a snazzy new toe poke, and wingers now seem capable of pushing the ball past a defender *and* beating them for pace (something that this month's *WLS 2000* has already incorporated to fantastic effect). There's also the predicted array of new celebrations, flash-sounding commentary (our ears spotted – for the first time – a co-commentator too), and vastly improved goalkeeper animations. Actually, the keepers are now incredibly hard to beat, even on the bottom setting.

VISUALS **There are some extras. Referees have a word with players, there's a snazzy new toe poke, and there's an array of new celebrations.**

It's an interesting one, then. If you don't speak Japanese, it's hard to recommend spending upward of £50 on an import copy of a game you've already got. You just lose out on so much. But, the addition of the career mode, and the bonus of having the best football game on the planet bundled in as well, means 2000's *ISS Millennium* could very well be the series' finest moment yet. Naturally, if you've never played an *ISS* title before, buy this game now.

TIM WEAVER

pluses and minuses

+
- Staggering animation.
- Breathtaking playing options.
- In-depth team tinkering.
- All-new career mode.

–
- Lack of change to matches.
- Limited J-League teams.

If you like this…

Michael Owen's WLS 2000
T•HQ
N64/33, 84%
Reviewed this issue! Not perfect, but a firm second choice.



ACCESSIBILITY

By not being able to understand the career mode, you're writing off half the game.

9 VISUALS
The only improvement that could be made is having a hi-res option.

8 SOUNDS
The manic new co-commentator, plus fabulous crowd anthems.

9 MASTERY
Developers Major A know the machine inside out.

8 LIFESPAN
It'll last ages. And it'll last even longer once it's in English.

VERDICT

While hard to recommend to English-speaking importers, ***Perfect Striker 2*** is still a thoroughly wonderful football game.



PREVIOUSLY IN N64 We didn't preview *Last Legion UX*. That's zany robot beat-'em-ups for you!

DUAL HERO
The two-player mode has a lot of potential, even if it isn't very well executed. The arenas are varied and the radar has a narrow field of vision, meaning that you don't always know where your opponent is hiding. Ducking in a trench and popping up to fire a special attack is pretty good. It's fast too, but most of the weapons are weak and there's a veil of fog that you don't get in the one-player game.





△ This one's a decent arena. Loads of solid objects to use as cover.

▽ When you target someone, the camera stays locked on to them.



▷ Just as well you can't fall off the edge. Purple robot is taking a pasting.



△ The meter on the right shows the relative altitude of your enemy.

△ Locked on, with a special attack charged up. If we can land this one, it's certain victory.



LAST LEGION UX

Almost, nearly, virtually not bad.

Arcade fans will doubtless remember *Virtual On,* Sega's innovative anime mecha battle arcade machine, which turned off as many casual players as it won devotees among the hardcore gaming elite.

Well, *Last Legion UX* is Hudson's attempt to recreate the slightly confusing action on the N64, and as you've probably guessed, it isn't entirely successful. It's a beat-'em-up starring large Japanese robots, presented in true 3D fashion. Forget all the standard martial arts games which claim to work in a 360° environment – the closest thing you can get to a proper 3D fighting game is *Virtual On,* and now *Last Legion UX* too.

The arenas are modelled like smaller, simpler, open air versions of the deathmatch levels in *Quake 2,* and you must use the landscape to your advantage. Get on a high spot and you might be able to fend off your opponent with a hail of grenades. Sneak behind a building and you can pop out to launch a surprise assault. The action is viewed from behind your character, so the two-player mode takes place on a split screen.

The robots are pretty standard stuff from the strong, slow ones to the light, fast ones, but you can select your own choice of primary weapon and shield to add a bit of variety. Choosing the right weapon for the type of arena you'll be competing in can give you a tactical advantage, as some of the levels suit long range attacks better than close quarters stuff. Unfortunately it doesn't play as well as it sounds.

The weapons are dull, even when you manage to charge up a mid-game finishing move, and the difference between the robots seems much more pronounced on the stats screen than it does during play. The controls are even more fiddly than *Virtual On's,* without offering anything like the same degree of subtlety, and you can beat the computer too easily by gaining control of the high ground and sticking to repeated moves. *Last Legion UX* scores full marks for effort, but is let down by its lack of substance when compared to its illustrious peer.

MARTIN KITTS

INFO BURST

LAST LEGION UX

FROM:	Hudson
CART SIZE:	64Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	3 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
GB PAK:	✗

WHEN'S IT OUT?
USA: TBA · UK: TBA · Japan: Out now

COST: ¥5800

△ See the conical radar thing? It makes all the difference.

A kind of Aztec setting for some serious robo-spanking. ▷

pluses and minuses

+
- Nice idea.
- Varied arenas.
- Custom robots.

–
- Weak weapons.
- Dumb CPU opponents.
- Annoyingly foggy two-player mode.
- Fiddly controls.

If you like this...

Super Robots Spirits
Banpresto
N64/20, 58%
More giant anime robots battling in a traditional beat-'em-up style.



ACCESSIBILITY
It's just a fighting game, so you'll have no problems. Only the story text is in Japanese, and who cares about that anyway?

6 VISUALS
Nice robots and scenery, predictable special effects.

5 SOUNDS
The usual Japanese synth rock soundtrack and some bog standard fighting noises.

5 MASTERY
Why does it have to be foggy in two-player mode? Why can't we play with four players?

6 LIFESPAN
The ability to customise robots and battle with your friends should help keep the game alive for a while.

VERDICT
Completely different to any other N64 fighting game, but not quite good enough to make it into the premier league.





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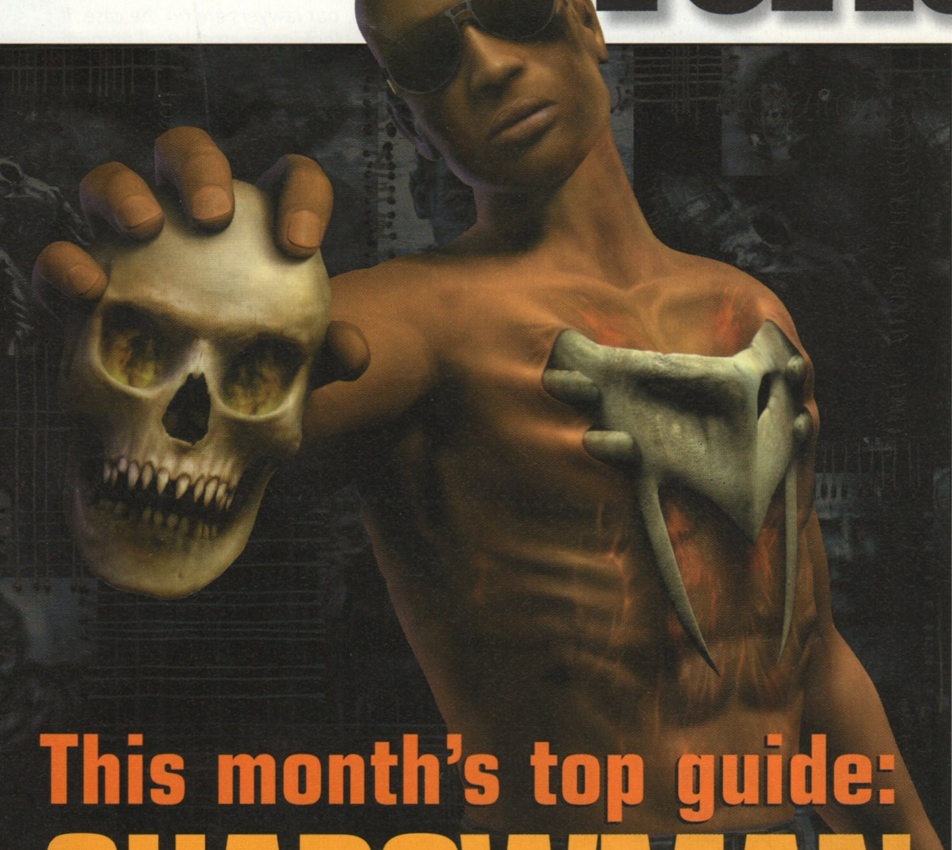
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TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS





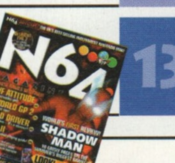
This month's top guide: SHADOWMAN

Don't miss a single secret with our guide for the first five hours...









GO! GO!



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Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (LMP 0800 0813061).
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If you want to wax lyrical, have a moan or just shoot your mouth off about anything in the world of N64, this is where to do it...



'Internal clock'

So, Nintendo have announced a *Zelda* add-on to be released on the 64DD, eh? I hate to say this, but I doubt it'll be released in a cut down cart form over here, as reported in **N64**/31. I mean, has everyone forgotten that the DD will have an internal clock, something that Miyamoto's always been keen on using? So, whilst Hyrule might be covered in snow at Christmas and bathed in sun during the summer (courtesy of the DD's clock), none of this will be possible inside a cart. True, we might get a *Zelda DX*-style game with added dungeons, or a Sonic and Knuckles plug-through cart, but either way we lose out on some class gaming.
Robert Birds, Stockport

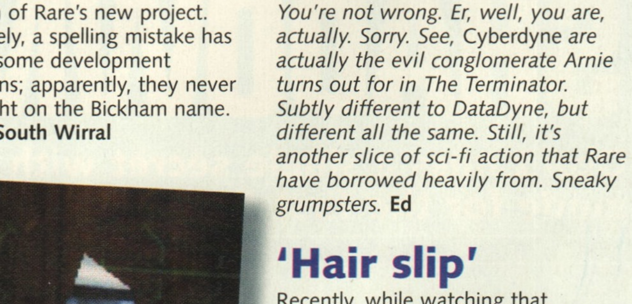
Mmm, some good points, there. Fortunately, Zelda Gaiden *is now set for a cartridge release (flip back to our news story on page 14 for more details), and, frankly, the 64DD is looking increasingly less interesting the more we hear about it.* Mario Artist *and* Super Mario Adventure *are both confirmed for cart now too, leaving only the slightly intriguing* Doshin the Giant*, the mundane* Shogi Chess *and a barrel-load of mah jong games. Nothing, we think you'll agree, for any of us Western gamers to get particularly excited about.* **Ed**



Yep, our lawyers are on the case. It's looking 'messy' by all accounts. Just like Jes in the morning. **Ed**

'Old lady'

Am I or am I *not* right in saying that Rare not only nicked loads of ideas from Blade Runner and Alien, but also The Terminator? While I was watching it the other day, I noticed that DataDyne – the company that sends Arnold back in time – are also the company who are conducting dastardly experiments in *Perfect Dark*. They're certainly not someone who would help an old lady across the street, I can tell you.
Oivind Gleditsch, Norway



You're not wrong. Er, well, you are, actually. Sorry. See, Cyberdyne are actually the evil conglomerate Arnie turns out for in The Terminator. Subtly different to DataDyne, but different all the same. Still, it's another slice of sci-fi action that Rare have borrowed heavily from. Sneaky grumpsters. **Ed**

'Pretty penny'

I recently gained possession of a photograph of Rare's new project. Unfortunately, a spelling mistake has resulted in some development complications; apparently, they never got copyright on the Bickham name.
Steve Lee, South Wirral



'Hair slip'

Recently, while watching that programme, Gamers, I saw Jes 'Hair Slip' Bickham reviewing *Duke Nukem: Zero Hour*. I was a little disappointed, though, to discover that he didn't really talk in a Swedish accent and didn't have a habit of rubbing the top of his head. Shame.
Stuart Millar, Guildford

Correction corner

Where you get to point out our mistakes and feel smug. Lucky you.

In Skill Club's Gold League, you reckoned that Stelios and Orestis Giaremelos were *from* Giaremelos in Greece. But, in fact, that's just their surname. Check out I'm The Best and you'll see.
Michael Robertson, Dunfermline

Erm, yes. We don't need to check I'm The Best, thanks. **Ed**

In **N64**/31, you had *A Bug's Life* as number three in the import chart in Information Station. Fine. But it says you reviewed it in **N64**/32, and that you gave it 43% when, in fact, you actually gave it 40%.
Tom Piper, Surrey

Ha! What, really? **Ed**

Whilst browsing through the directory in the back of **N64**/30,
I noticed that in your mini *Mystical Ninja* review, you spelt 'tries' as 'trys'.

Here's a little tip for nothing: change the y into an i and an e and add an s on the end.
Nick Allen, Windsor

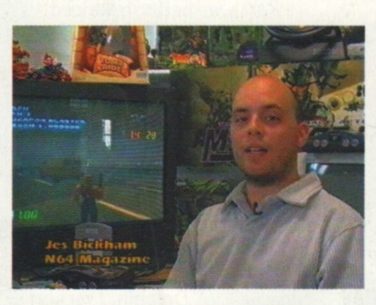
Yeah, cheers. **Ed**

On page 100 of **N64**/31 (the Action Replay codes), you put the Desert Rat in the *Silicon Valley* codes. I don't remember that animal being in the game. Please explain.
Dave Kirby, Sidcup

Can't. Sorry. **Ed**

In **N64**/30, you said that if you type DEADDACK as a code in *Rogue Squadron*, you can get your hands on all the levels and all ships. Whereas, in fact, you only get all levels.
Michael Smidman, Bridgend

Surely not. **Ed**



Ah, but listen carefully and you can tell he's putting on an accent. **Ed**

'Own tracks'

May I make a suggestion regarding the news that *Re-Volt* has a track editor? When it comes out, how about having a feature where readers send in their own tracks for you all to use and beat?
Barry, Ipswich

What a great idea! Unfortunately, Re-Volt *is only okay-ish (see page 66 to see what Mark made of it), so not enough people will invest any time in it.* Perfect Dark, *though, now that's different. Which is why, once everyone's got their copies of* PD*, we're going to run* **N64***'s best competition ever. Keep 'em peeled, as they say.* **Ed**

'Bargain'

I recently bought a copy of *Turok 2* for a reasonable £29.99, and everything was perfectly fine until I decided to save my progress and found, to my horror, that the game wouldn't save. It was only when I talked to one of my friends that I found out you *have* to have an *official* controller pak to save your progress. Effectively, what this means is that I *have* to go out and spend an extra £15 on top of what I paid for the game. Oh, and if I want to play *T2* in hi-res, I've also got to invest in an expansion pak – an extra £30. Meaning that, to enjoy *Turok 2* in all its glory, I have to fork out around £75. Not a bargain after all, eh?
Mark Cook, Abingdon

Well, you don't have to have an official controller pak to play Turok 2 *but, as we've said in the past, the third-party ones do tend to be a bit unreliable... as you've found out. And you certainly don't need an expansion pak to play* Turok 2 *at its best; in fact, with an expansion pak* Turok 2 *tends to jerk a bit and demonstrate a nasty line in slowdown. Don't let that put you off, though. The game is still magnificent, and if you do buy an official controller pak, it's very unlikely you'll ever need to buy another one again.* **Ed**

'Chick'

In a series three episode of Friends, when Chandler and Joey buy the chick, in the chick's little pen there's a Game Boy. When Rachel's date goes in to use the phone you can see it in the corner of the pen. Interesting.
Craig O'Hare, Airdrie

Midtown New York, two bedrooms, two leather recliners, table football, an N64, a Game Boy and an apartment smack bang opposite Jennifer Anniston's. Tsch. Some people get all the luck. **Ed**

'Headstart'

With all this talk of Dolphin and PlayStation 2, everyone seems to have forgotten the Dreamcast, which



has *at least* a year's headstart on both of those machines. Personally, I've seen very little of it – only what's been on TV and the like – but it looks pretty handy; and some of the plans Sega have for it, such as modem capability, and also the money they've been splashing about – sponsoring Arsenal and Sampdoria and loads of other national competitions and stuff – means it's likely to do very well when it launches here in the UK. Do you

DREAM ON

Got a great game idea? The floor is yours...

JAMES BOND 007: BACK TO SCHOOL

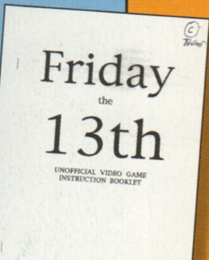
A similar, yet different, Bond game to *GoldenEye* – the biggest difference being that James Bond is a child. His weapons include stink bombs, peashooters, laser pens, erasers and razor-sharp pencils, and gameplay is similar in theme to *GoldenEye*, with mission objectives that include finding secret files (registers), rescuing hostages from the teachers and locating the Headmaster's secret base. One of the best parts would be the fact that you could use the GB Camera to put your teachers into the game, and then watch as they confiscate your peashooter and you take them out with a laser pen. This could be endless fun.
Simon Mason, Bournemouth

Certainly could. The only foreseeable problem, though, might be that wrinkly old cobwebs like Wil went to school at the end of the last century, so they wouldn't be able to make use of the GB Camera feature. But, the rest of us would. In fact, there's a French teacher I'd love to take out with a prod from a Bic biro. Mmm. **Ed**

FRIDAY THE 13TH

Get a load of *this* film licence. At first, you'll only be able to play the original scenario: Friday the 13th. But, once you've completed the objective for that scenario (usually to kill Jason), you'll then be ranked depending on your performance, and progress to the next scenario. There will be nine scenarios – each one based around one of the nine films – and each will take in such famous Friday the 13th locations as Camp Crystal Lake and, er, all those others. In addition, there will be a fair bit of violence, but it's not just a case of cornering some screaming wench and lopping her head off with a golf club (*Nice* – Ed), although that is, of course, fine. In this game, you're invited to *scare* opponents as much as possible before offing them. How much you scare someone is rated on the game's Fear Meter. The more fear, the further you get.
Joe Walker, Teddington

Spicy. Sounds like Shadowman *with the violence cranked up.* **Ed**



GO! GO!

BONUS LETTERS

On *GoldenEye*, when the dead bodies disappear are they being eaten by bacteria?
Lewis Moore, Ashford

Weasels, actually. **Ed**

Do you know the rest of 'Oh, Flower of Scotland'?
Roundo, West Midlands

I don't know the bits before the rest. **Ed**

Stop laughing at my address, will you?
Elena Pantelides, Greece

Hahahahahahaha. Er, okay. **Ed**

I swear I've not been bashing my head against a wall.
Tom Wyatt, Staines

Good lad. **Ed**

Anywho (that isn't a typing orror)...
Russ, Somerton

Sure? **Ed**

I saw a soldier who had been shot in the leg. There was loads of blood coming out, maybe even a bone.
John Cope, Clevedon

Hope you called the hospital. **Ed**

I'm a very fussy person.
Stuart Briggs, W-S-M

Fussy schmussy. **Ed**

He also reckons you can get a swanky black moustache.
Tony White, Great Clacton

Nah. I heard that was just a rumour. **Ed**

You're wrong. And you know you are.
Will Cowley, Bristol

Oh, you're wrong. **Ed**

Was I becoming old before my time?
Craig Thornton, Lincoln

Mmm, didn't like to say. **Ed**

I hate the name Siobahn, so call me Siobhy.
Siobahn West

Alright, then. **Ed**

think Nintendo need be concerned? And what do you reckon to the Dreamcast? Any good, is it?
Simon Towne, Stafford

Actually, the Dreamcast's quite a nifty machine, with some good games; Capcom's tremendous 3D scrapper, Power Stone, *being the pick of the bunch. And, yep, there's certainly a lesson for Nintendo in the way Sega have approached advertising. Having the name of their machine emblazoned across Arsenal shirts next season can only help to spread the word. But, new console's live and die by the number of games they make available and currently it's looking a bit thin on the ground for the Dreamcast. Although the launch titles include* Virtua Fighter 3, Sonic Adventure *and* Sega Rally 2, *the ensuing months boast almost nothing of note. And, as the N64 found out, three games – even top notch games like those – can only last so long. As for modem capability, both Dolphin and PlayStation 2 have that and DVD technology planned. Dreamcast is certainly an impressive piece of kit, and no doubt it'll have some decent games, but... hmm. We're not convinced, us.* **Ed**

'Old SNES'

One night I was bored, so I decided to dig out my old SNES and a copy of the original *Mario Kart* for old time's sake. And to my utter astonishment, I actually found that the original not only equals its N64 successor, but actually surpasses it in every way. The original gives a real sense of achievement and it rewards skill and punishes ineptitude, whereas on *MK64*, you can fall off the track about three times and *still* win the race, or race the perfect race and then make one tiny mistake and get overtaken. It's so random. The new power-up system is awful too: mushrooms provide little advantage, and if you hit other drivers with three consecutive red shells they're back on your tail in seconds. The first *Mario Kart* was better balanced with its power-ups, and its Battle Arenas were significantly better too. If Shigsy's thinking of making a new *Mario Kart* for Dolphin, I reckon he should look at *Mario Kart* on the SNES, not the N64.
B Chesterfield, Chester

Some fair observations there, but we'd have to disagree with you anyway. A couple of months back we did actually dig out an old copy of Mario Kart *on the SNES, and just found it to be... lacking something. MK64 is less of a challenge as a one-player game, yep,*

So tell me this

1. Will *Perfect Dark* have the same annoyingly long explosions as *GoldenEye*?
2. Any more news on *Rally Masters*? It's supposed to be out in September.
Jonathan Munns, Portsmouth

1. Er, we weren't aware they were really that long. But, yes, probably.
2. It's not September anymore. Gremlin say "November time". Development is lagging, apparently.

1. What's the story with *Conker 64*, then? It's just disappeared.
2. Any chance of *Driver* on the N64?
3. When is the next Episode 1 game out?
Timothy King, Doncaster

1. One of life's great mysteries, that. By all accounts it's still on, but it's completely disappeared from 1999's release list – and Rare won't even talk about it. There are two possible explanations, we reckon: one, that it's being held over for the post-Christmas lull, or two, that it's now going to be a Dolphin game.
2. Actually, yes. Skip along to this month's 'Ear to the Ground' on page 26 for more details.
3. The middle of next year. According to reports, it's going to be a first-person shooter.

1. I'm really looking forward to *Rainbow Six*. Has it got a release date?
2. When's *Eternal Darkness* coming out?
Darren Cooper, Hull

1. Yep. Take 2 reckon October.
2. It's done a bit of a disappearing act since E3. Inside whispers suggest Easter 2000.

1. Is it true Nintendo are working on a follow-up to the Game Boy Color, codename Atlantis?
2. When's *Smash Bros* coming out?
3. How likely do you think it is that Dolphin will be released worldwide at the same time?
Nabeel Waseem, London

1. It's been true for a while. But Atlantis is an old name. Expect more details at Space World.
2. December. At last.
3. Pretty likely. Nintendo have to get the launch right, especially with PlayStation 2 around.

Do you reckon the Dolphin controller will have analogue buttons, i.e. the more you push them, the faster your character moves on-screen? *That* would be a leap forward, wouldn't it?
Morten Tronstad, Norway

Anything's possible with Miyamoto handling its development. That would certainly be good.

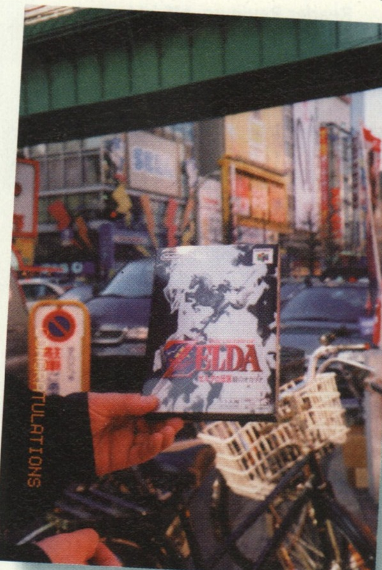
1. What about *Metroid*, then? Dolphin or N64?
2. Does *Fighters Destiny 2* actually *exist*?
Edward Fowler, Newhaven

1. Hmm. It looked like the N64 a couple of months back, but now we hear conflicting reports from Nintendo of Japan. If we had to guess, we reckon Dolphin's more probable at the mo.
2. It does, but a release date is currently unfixed.

but it's far cleverer – and, therefore, far lengthier – in multiplayer than the original is, and that's why we're still playing MK64 and not the original. That said, Miyamoto would be well advised to look at both versions, as they're both utterly brilliant. **Ed**

'Akihabara'

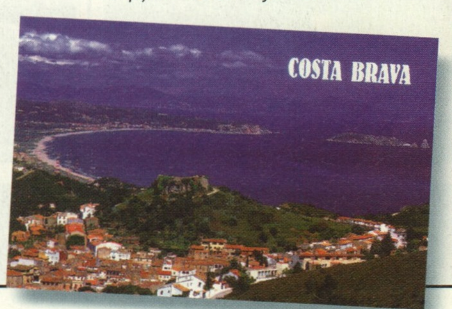
Look! I've been to Akihabara, Tokyo's very own Electronic Town! I also included a photo of the triumphant moment when I purchased the absolutely spiffing *Zelda 64* from one of the many wondrous shops there.
Kazumi Hirota, Isleworth



Fantastic. And did you know, by the time you read this, Wil'll also have paid a visit to Akihabara (and no doubt spent far too much money) as part of his trip to Space World, Nintendo's super-important Japan-only show at the end of August. Like to see his face when he gets lost on that subway. Tee hee. **Ed**

'Crescent'

I've just returned from a holiday in the north of Spain and, while I was there, noticed that the bay in which we stayed looked remarkably like Crescent Island from *Pilotwings*. Here's a postcard to prove my point: first of all, this part of Spain is an, er, crescent, and even has the small island in the cove. And, secondly, the high patch of ground in the front, there, is in the same place as it was in Pilotwings – and so are the hotels on the beach. Is that strange or is that strange?
Oliver Harrison. Northants



That's strange, alright. In fact, it's so strange I'm having a job believing what I'm seeing. Blimey, no? **Ed**

'Plastic cases'

I must say I'm very excited at the mouth-watering prospect of having games on DVD – the storage space available to developers is incredible. Most of all, though, I'm really, really happy about the fact that we won't have to put up with those infamous Nintendo cardboard boxes again. Finally, Nintendo games will comes in proper plastic cases!
Steven Astley, Wigan

Too right. It's about time Nintendo stopped scrimping and saving on their boxes. Only this month we noticed that Game Boy games no longer come in plastic cases but in rubbish plastic bags. **Ed**

'Absolute carnage'

Thought you might be interested in an article I read in Reader's Digest recently on videogame violence. After going on about the excessive amounts of blood in games, it then cited such titles as *Grand Theft Auto*, *Carmaggedon*, *Shadowman*... and *GoldenEye*! Apparently, Rare's classic shooter features "blood sports" and is "absolute carnage". As anyone who has ever played *GoldenEye* for more than five minutes knows, this is complete and utter tosh. Blood sports, indeed.
Mad KIng Dettox, Cambridge

Sounds about right, er, Mad King. They've obviously never even seen a copy of GoldenEye. Tsch. **Ed**

The N64 Magazine BOARD

Go on, be artistic!

Talk about work of art! Twelve-year old Tracey Chunglage of Bristol, you're brilliant. ▽

△ Lydia Harris, of Stroud, Gloucestershire, you're plainly Pokémon mad!

Rachael Yerél ▷ perfectly captures the N64 team on a visit to South Park. Uncanny.

△ Chris May of Cornwall sent us this funky portrait of Banjo and Kazooie. Cheers.

GO! GO!

WRITE YOU ARE!

Your chance to tell us what you think...

We often argue in the office over the merit of some N64 titles. We all agree that *GoldenEye*'s awesome, well, it's not really Wil's cup of tea but he recognises its merits, and none of us are averse to a spot of *Mario Kart*, but it's not always that clear cut. New-boy Mark Green absolutely detests *Wipeout* – and we mean really hates it – while the rest of the team think it's pretty good. Martin is a bit of a *Buck Bumble* fan, but if you remember, we were a little harsh on it in N64/20's review.

What we're trying to say is that everybody has a different opinion – one person's *Shadowman* is another's *Superman* – which is why we want you to write in and tell us what you think. Simply jot down 100 words or so on a game that you think we've misjudged and send it in to the following address. Oh yes, and don't forget to include a photo so we can print that next to your review.

Reader Reviews, N64 Magazine,
30 Monmouth Street, Bath,
BA1 2BW
E-mail: N64@futurenet.co.uk

YOSHI'S STORY

After being fascinated by the visuals and sound of the SNES version, and in view of your good reviews of *Yoshi's Story*, I thought, 'what the hell', this must be worth buying. So then I threw £40 out the window for a 2D adventure starring a bunch of squeaky dinosaurs. All you have to do is trawl through the levels eating bunches of fruit – sure, it all looks nice but that doesn't make up for the short lifespan – you can finish it in *30* minutes! Even my Mum, who's anti violence, thinks it's for babies. I'd have been surprised if you'd given it 60%, but 86%? Well… I'll never understand.
David Washington, Switzerland

41%



DUKE NUKEM 64

Towards the end of the game Duke mutters "It's time to kick ass and chew bubble gum… and I'm all out of gum". This is actually a line ripped off from a little known John Carpenter film, They Live, and *Duke Nukem* is full of in-jokes such as this. But even discounting the humour, the game is surprisingly addictive. *GoldenEye* beats it hands down, but it's nostalgic not having to worry about mission objectives or head shots. Poorly designed later levels rob *Duke* of true A-list status, but bursting into toilets and killing aliens on the can always raises a laugh.
Stephen Fingleton, Co. Fermanagh

78%



ISS '98

Konami clearly decided that in *ISS '98*, when difficulty is on Level 5, your keeper will turn into a six-foot baby with the reactions of a 98-year-old man. While the computer's keeper transforms into a 26-year-old robot capable of catching the ball comfortably when it's flying at 100mph from just three yards out. The way that shots are saved on level 4 and 5 difficulty is unbelievable. In fact, so annoying and ridiculous looking are these saves that I prefer playing on level 3 and winning every time. I now own *ISS64* and, in my humble opinion, it's a better game.
Ben Dickinson, Liverpool

55%



CRUIS'N WORLD

This isn't a bad game at all: it's fast, fun and challenging. Okay, so it may not be *F1 WGP* and it may not have *Zelda*'s excellent graphics but it's way better than the measly 38% which you've decided to give it. I would much rather have this game than *Top Gear Rally* or *GT64* any day with its range of tracks to be chosen from, hidden cars to be discovered and upgrades to earn. It does all the important things well; it's challenging, fast, handles pretty well and comes with a wide range of cars and courses. It just falls short of the mark on graphics and sound.
Dan G, Barnsley

75%



Send your reviews to: Write you are! N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

HOW TO... survive your first few hours as SHADOWMAN

N64 STAR GAME

"Those who are not considered predators must therefore be considered prey..."

by Daniel Glenfield

WHAT WE SAID



We reviewed *Shadowman* in issue 32 and this is what we concluded:

"*Shadowman* is all that we hoped for and much, much more. An out-and-out bloodstained classic."

93%



△ A pit bull. They won't hurt you if you don't hurt them.



△ Swinging through the Louisiana Bayou.

▽ Inside one of the Gad Temples. Jump for your life!

S*hadowman* is huge – developers Acclaim reckon there's about 70 hours of gameplay in there in total – and very, very hard. Next month we'll be bringing you a Double Game Guide + which walks you through the entire game but for now we figure you might just need some help getting started.

The next few pages are intended to guide you through the first few hours of the game. We'll be pointing out places of interest that you may wish to take the time to visit, showing you where to pick up those first vital bits of weaponry and guiding you towards the locations of those initial Dark Souls – oh, and we'll probably show you how to vanquish a few evil zombies. Fear not, we'll be with you every step of the way as you delve deeper into the realms of Deadside...



△ A secret area by Nettie's church.

Find the underwater switch to open this door. ▷



Bayou Paradis, Louisiana





The trip to see Nettie is essentially a training mode designed to familiarise you with the game's controls. Run, jump, swim and shimmy until you reach her house on top of the hill, and don't forget to check out the pitbulls in the garden...

Speak to Nettie and collect your stuff and then go out to the shed and blow the lock off with your pistol. The pistol is hardly the weapon that's going to help you save the world so you really want to upgrade to something beefier as soon as you can. Drop down into the swamp and swim through the cave to the lake nearby, looking out for the sunken house. Recover the shotgun and leave the lake, shooting the barrels for shells as you go. You may also wish to investigate the small boat you passed earlier (just before the dog ran off). Blow the planks off with your pistol and have a wander around inside...

The miracle of... regenerating ammo



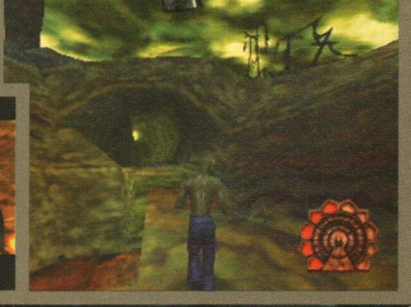
As we're sure you've noticed, the shotgun only comes with a few shells and there's nothing worse than running out of death-dealing bullets in the middle of a fight. In *Shadowman*, though, you can minimise the risk of this happening. Once you've acquired the shotgun, save your current quest and then restore it. You'll start back at the beginning of the area but hidden inside lots of the barrels are shotgun shells. Collect some, save, then reload and get them again! This can be done with just about every weapon in the game that requires ammunition.

Deadside: Marrow Gates

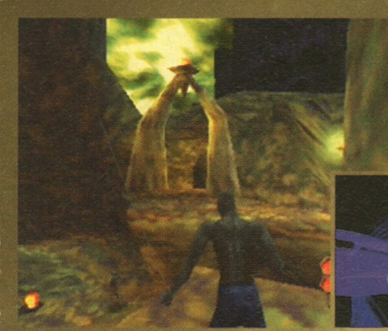


Jaunty acts as Shadowman's confidant – although the actual value of his advice is debatable. He will, however, open the gates of Deadside for you and he's always available if you get stuck – although Nettie is a lot more useful so always go to her first. When you find the Coffin Gate stand in front of the pedestal and press the action button (Left-C by default) to open it.





Coffin Gates



The world of Deadside is huge and dividing up the different areas are things called Coffin Gates. These have been specially erected to stop all but those who possess the Mask of Shadows from taking shortcuts through the world of evil. To open them requires a certain level of power; Shadowman can raise it by collecting the Dark Souls locked inside the Govi. Check the ring around the outside of the door to see exactly how strong you have to be to unlock it. Around the outskirts of Deadside the doors are weaker than those deeper within.

Pick up **THE PROPHECY** and have a quick flick through to discover what the future holds. Not exactly what you expected was it? Walk around the ledge and jump over the gap to the Govi tucked away. Fire a shot from your Shadowgun at it to release a **DARK SOUL**. Take it and your powers will increase, enabling you to open the Coffin Gate opposite.



Shadowgun



Once you've collected a Dark Soul you can shoot charged shots from your Shadowgun. Hold the button down and release it when an opponent is targeted. As you collect more Dark Souls, your Shadow Meter grows, increasing the power of your shots. We were a bit dubious at first but once our Shadow Meter had increased we found the Shadowgun to be an extremely effective weapon.



Wasteland – Temple of Life

To the right of the tent is a button, push it and a rope will fire out from one of the holes above. You can't use it immediately but it will prove invaluable later on in the level. Go through the underwater tunnel and use the controls to rotate the wooden wheel back in the tent. This will enable you to get through, push a switch on your left and make another rope appear. Go up the path into the cave and into the next passage, opposite the base of the path, to find a Govi which contains a **DARK SOUL**. Walk up the left hand ledge in the previous area until you come to a tent; inside you'll discover another **DARK SOUL**. Go back through the cave and swing across to the other side. Climb up the rockface to the left of the wooden beams and retrieve another **DARK SOUL**. Leap from platform to platform, going deeper into the cavern, and hang off the ledge. Shimmy along sideways, tap Up to put your feet against the wall and press A to kick up onto the platform opposite (if you're still unsure of where to kick off from press Top-C and look behind you). Walk round and collect the **ASSON** (as in 'fire') then venture forward and drop down to go back to the Marrow Gates. Your increased powers will now enable you to open the next Coffin Gate.











Asson



A powerful mambo rattle that shoots balls of flame at enemies, but needs orange skulls to replenish its depleted ammo. When you come under fire from a surprise attack, or are about to face a strong opponent, equip this sacred rattle to one hand and your Shadowgun to the other. When targeting you'll notice that the Asson has a longer range, shown by the colour of the crosshair over your enemy (depending on which hand it's in), but the attacks are slower, making it difficult to hit the faster and more agile enemies. Because of its limited ammo it's best to leave the Asson for real emergencies.

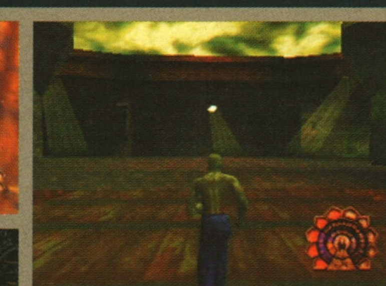


Asylum: Gateway

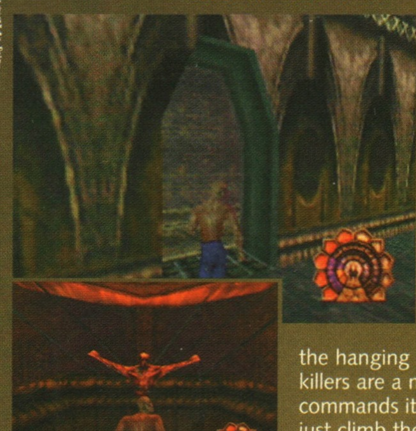




The tradesman's entrance is located below the drawbridge and to the right, past the flaming lava pits, and through the passage on the left. Explore the rooms, but instead of heading up the orange passage, search the area opposite for a **DARK SOUL**. Find the small passage and jump down the shaft in front of you. In this room you'll get the **ENGINEER'S KEY**. Use it on both the keyholes in the room to unlock the large orange door and embrace the power of the **DARK SOUL**. Run right to the end of the corridors and take another **DARK SOUL** from the Govi you find. Unlock the Asylum's front door and run past the searchlights to the keyhole opposite. Use the key and go back to the cable car you passed earlier and hop aboard for a ride to the Cathedral of Pain.

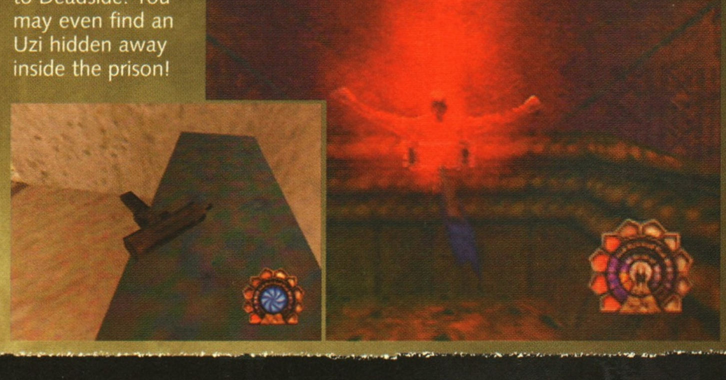


Asylum: Cathedral of Pain



This is a rather disturbing area of the Asylum and you'll have to return here later on in the game to duel it out with the big boys. For now, the only thing you can really do is seek out one of the two Govi that are hidden away here.

Go down the left hand path and across the hot coals and once you've got the **DARK SOUL** go and have a look around the cathedral – there's minimal resistance and the hanging torsos and portraits of the serial killers are a must-see. If your curiosity commands it you can take a trip to Liveside; just climb the stairs to one of the bodies and, providing the ribcage has been opened, if you press Left-C you'll be sucked into it. While you can't actually defeat any of the five just yet you may wish to give them a taster of what's to come before going back to Deadside. You may even find an Uzi hidden away inside the prison!



Luke's Teddy Bear

It may be tattered, torn and bedraggled but Luke's Teddy Bear is one of the more useful objects in Shadowman. The strong feelings Mike LeRoi has for his dead kid brother enable him to use the bear to warp to different areas of Liveside and Deadside (providing that he's already been there before) simply by concentrating his mind. As you explore new levels you may notice the bear ghost into view, and this means it's now possible to warp back to this point whenever you want simply by selecting the bear from the inventory screen.









GO! GO!

Path of Shadow: Prophecy Chamber



You should now be strong enough to open the next two Coffin Gates. Behind one of them lies L'eclipser: La Lune and if you've read the prophecy thoroughly you'll know this is the first of three hidden parts. The L'eclipser can be used to release the Power of Shadow into the world of men and the other two bits are concealed deeper in the realms of Deadside.





Temple of Fire: Toucher

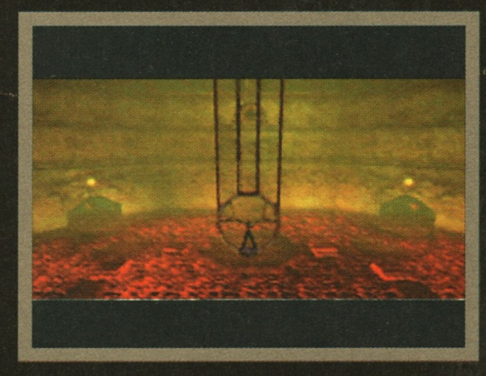
If you're going to prevent the impending apocalypse you must succeed here. The entire shrine is designed to test all those who have had the mystical power of Toucher bestowed upon them. Dive into the water, swim through the cracked wall and up to the waterfalls inside the temple. There's a cave on the lowest level, and by pressing the button inside you can raise part of the staircase opposite. Get back to the waterfalls and explore each of the rooms above (blast the doors off if you have to) until you find every last switch to raise the rest of the staircase.



Inside the fourth room there's a Govi – simply follow the path down and keep your eyes open. Shoot it to release the **DARK SOUL** before continuing on to the next button right at the bottom (get ready to scamper back up to the top though, as the sisters are very fast!).

The final switch is at the very top and it will douse the flames above the steps, but don't be in too much of a hurry to charge off and explore this new area. Instead, jump onto the first step and turn to face one of the Govi so you're looking at it from the side. Now back up as much as you can and take a running leap towards it. It may look like an impossible jump but with a little perseverance you can catch the ledge, pull yourself up and take the **DARK SOUL**. Do the same for the opposite Govi to extract its **DARK SOUL**.

Clamber up to the top of the steps, take the **DARK SOUL** and prepare to face the next set of trials. The swinging blades are easy enough to skip past, but the pendulums are a little more hazardous. Keep to the sides and sprint past as soon as it swings away from you. In the second room jump early to avoid overshooting the platform and falling into the lava, and soon you'll come to the final test. You've got to hop from stone to stone in order to press the five buttons on the walls, which will gradually lower the apparatus to the centre (it's advisable to save after each one just in case you mis-time a jump). Once all five are pressed get to the middle of the room and step up to receive your 'distinction'.

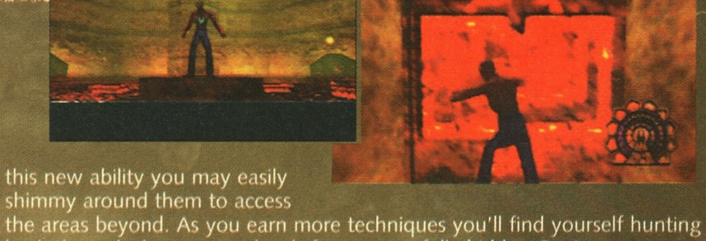


Toucher



The sacred markings given by Les Souers de Sang (The Sisters of Blood) are there to protect the bearer from the elemental flame, though many tests must be passed in order to secure the full set of tattoos. The first is Toucher, which will allow anyone who possesses it to grasp flames and remain unhurt. You may recall seeing some flaming pillars back at the Gateway and at other parts of the game, and with this new ability you may easily shimmy around them to access the areas beyond. As you earn more techniques you'll find yourself hunting back through the previous levels for any carefully hidden Govi.







Along the left hand wall is a fire block which, thanks to Les Soeurs de Sang, you can now push to enter a secret passage. Draw your weapons and take care of The Sisters, making the purple ones a priority, and climb up to the very top. Grasp the flaming ledge and shimmy left to get to the next passage and another **DARK SOUL**. There's another flaming ledge back in the large chamber (it's on the right hand wall), and this will eventually guide you to a room full of fireblocks where only *one* is hiding the **DARK SOUL**. The first block on the left needs to be pushed if you are to find it. This should be the fourteenth Govi you've opened so far. Use Luke's Teddy Bear to warp to the Prophecy Chamber.



Path of Shadow: Prophecy Chamber

Above where you picked up the Prophecy, just past the spot where the first Govi was, is a fire block that you can now push back to find another **DARK SOUL**. With 15 of these now collected your strength will increase, but instead of opening the next Shadow Door warp back to the Temple of Fire and, in particular, the two waterfalls looking over the pool. At the top of the path laden with spikes is a passage leading to a fire block. Push it, then unlock the Coffin Gate you find beyond to get **POIGNE**. Use this new power to climb the waterfall to your left and jump across the gap to take another **DARK SOUL**. Now make a long trek along the Paths of Shadow to the locked door. Focus your energy and force it to open so you can access the area beyond.









Poigne

This special ability is one of the most exciting powers you'll receive in *Shadowman*. Immediately you'll remember loads of places you've already passed where it'll come in handy. You'll suddenly recall a blood fall tucked away in one of the earlier levels that you've missed out on and you'll just have drop to everything and head back there in search of any undiscovered treasure.



Asylum: Cageways

As you drop down you'll be confronted by two zombies. A little shimmying is required to get inside the tower and you'll need to battle with the butchers guarding the level's first **DARK SOUL**. Hop on board the train and fight your way past the guards (there's little room for strafing so make use of all available cover) to get to the train controls. Use the key to fire it up and enjoy the ride.





Shoot the ticket inspector at the other end and shimmy around the flaming pillars to get to the area beyond where you'll find another **DARK SOUL**. Shimmy back and open the short door to the side of the train. Release another **DARK SOUL** from the Govi and get through the cargo doors in the corner (the trick to get past them is... very simple indeed). Pull the lever and go upstairs, then, as the cage comes towards you, jump from the ledge and move along the cable. Shimmy along the second cable, this time keeping *behind* the cage, and drop down onto the crates (you may need to pull the camera back a bit for this) so you can leap over to take the **DARK SOUL**. Run through the blood-stained corridor and straight into the danger zone with both the Asson and Shadowgun equipped. Upstairs you'll find a **DARK SOUL** encased inside a Govi.









Next month...

Well that should be enough to get you started on your quest. Remember, next month's DGG+ will be dedicated entirely to *Shadowman* with a complete walkthrough which promises to uncover every last Dark Soul hidden away in the vastness of both Liveside and Deadside. Until then, sweet dreams...



HOW TO...
large it up with the big boys i[n]
WWF AT[TITUDE]

Grapple your way through *Attitude* with our indispensable guide.

by Daniel Glenfield

Another N64 outing for the WWF crew then, and what a slap-a-rama it is this time around! Bigger, badder, and even harder than before, *WWF Attitude* commands respect both inside the ring *and* out. You can almost feel the pain as Big Boss Man slam dunks his opponent into the canvas with his very own vicious Sidewalk Slam, or as The Undertaker unleashes the fury of his patented Tombstone on yet another poor unfortunate victim.

So what better way to celebrate this slammin' and jammin' game than with an explosive five page guide? We've laid out the rules of the ring, the tricks of the trade, and the fighter's favourite finishers. Read on and learn exactly how to become the King of the ring...

WHAT WE SAID





We reviewed *WWF Attitude* in **N64**/32 and this is what we concluded:

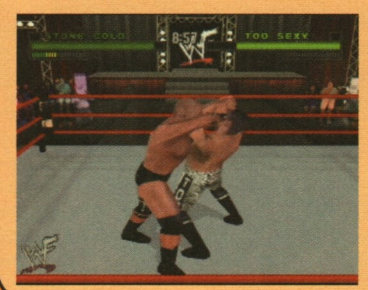
"Comprehensive and authentic wrestling, which improves on the original with stunning visuals and a host of extras."



GYM TRAINING

STARTING OFF...

Stone Cold Steve Austin, WWF's star man at the moment, is one of the game's best characters: he's easy to use, has plenty of powerful moves, and is varied enough for any player. If you're just getting started with *Attitude* he's ideal, but more seasoned players might want to try other wrestlers until they find someone who suits their particular playing style.



FIGHTING

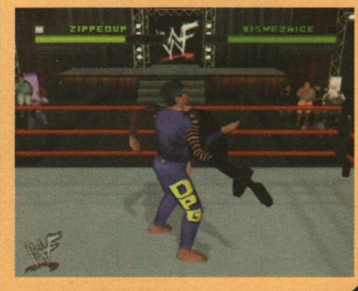
Before you start your quest for WWF glory you'll need to learn a few moves. There are plenty for each character so the best thing is to pick a single wrestler (Stone Cold Steve Austin preferably) and spend a little while in the vs. mode. Train against a non-existent human opponent and you'll quickly learn a handful of his basic moves (the Snapmare, Drop Toe Hold, and DDT, for example).



CROWD PLEASING

Keeping the crowd happy is crucial. Stick to the same move and soon the crowd will start booing you. And then its only a matter of time before your demoralised wrestler will find himself smeared across the canvas.

The key to success is exciting the crowd with a variety of nifty attacks. And once they start cheering, your wrestler becomes stronger, faster and more alert.

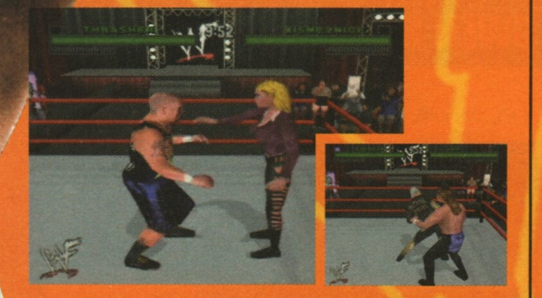


TITUDE

ATTACK

TAUNTING

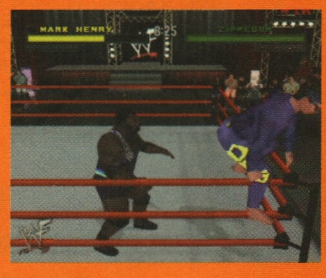
Press the kick and tie-up buttons and your wrestler will goad his opponent with a pose. Not only does it make you feel a bit special, and send the other fighter into a rage, it also means the next manoeuvre you perform will cause twice as much damage. Unfortunately this also applies to any attack that you sustain, so be careful.



GRAPPLE

Greatly improved over Warzone (although still just as slow) the grapple is the source of your most powerful manoeuvres. In two-player mode, check your character's move list when locking horns and see what moves are available. Then practise them to get used to the button presses. You only have to perform the necessary button pushes once to pull off the move. The delay is terrible but you will, eventually, perform the manoeuvre – providing your opponent doesn't beat you to it. Just watch how high the damage meter goes after a piledriver!

CORNERPOST



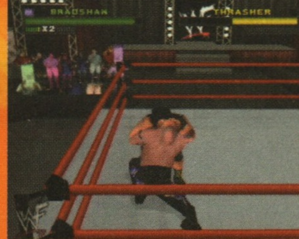
Cornerpost moves look great and are extremely satisfying but it's not easy to pull them off. The trouble is your wrestler takes too long to stand up and turn around once he's carefully climbed the post, allowing your opponent enough time to recover and slam into the ropes, knocking you back to the ground. The only way to be successful is to ensure that you wear down the other wrestler's stamina, using the usual barrage of kicks, punches and grappling moves, until he loses the power to stand. If he falls by the cornerpost then you'll have enough time to climb up and inflict some serious damage.

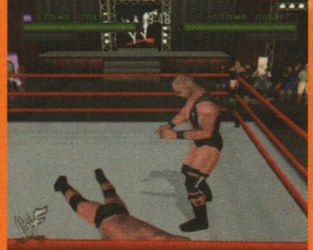
GROUND ATTACK

The attack you should use depends on how much energy your opponent has left. If his meter's still in the green, then a quick kick to the ribs will be all you can hope for, but if it's in the yellow a submission hold is ideal for weakening their resolve. For a short sharp shock, you could also try performing a running elbowdrop to really knock the wind out of him. If his meter's in the red he's in big trouble – he'll be down for a long time and totally at your mercy.



ON THE WAY UP

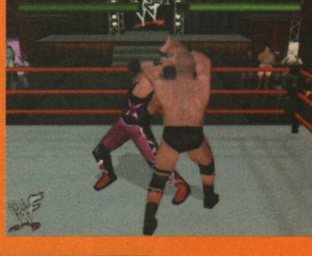


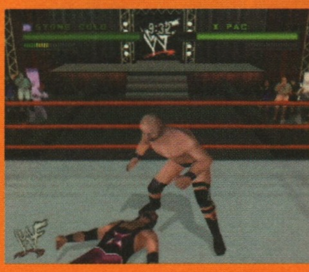


When you get knocked down, make the most of the situation. If you know your opponent is not one for blocking, then as you pick yourself up from the canvas keep pressing the punch button to deliver a powerful uppercut to their jaw. The power of the attack is in the surprise and the results are devastating – a one hit knockdown!

VARIETY

We've already said that using the same move over and over again will anger the paying spectators, but it'll also make it easier for your opponent to block you.



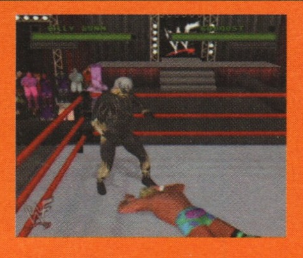


The best fighting tactic is to mix up your existing manoeuvres so that your opponent hasn't got a clue what attack you're going to throw at him next.

GO! GO!

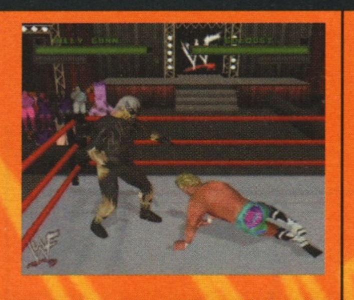
DEFENCE

RECOVERY POSITION



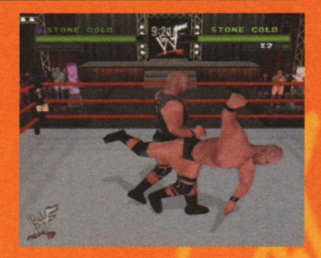
Left hand on the D-pad/analogue, right hand over the buttons, and get your fingers whirling again. It's frustrating watching your opponent bounce off the ropes and head back towards you – in fact that alone is a good incentive not to be knocked down in the first place.

ROLLING



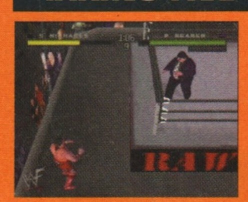
To get away from a tricky situation use the D-pad or analogue to roll away from your opponent. You can roll quite a distance so you should have a chance to leap back up again before they get too close.

STAND BACK

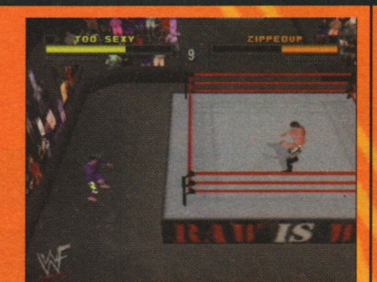


If you've knocked a guy down don't just stand over him waiting to be struck back, step away instead. If you want to be really cruel, block any attack they attempt and counter it with a move of your own to send them crashing back down onto the canvas.

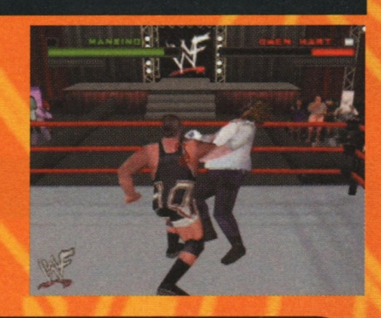
TAKING FIVE



You can get yourself out of all sorts of grim situations providing you've got the time. Your strength starts to return whenever you stand still for any length of time so the trick is to hop outside the ring and keep away from your rival, resting for as long as possible before running away again. It's safest to stand in one of the corners so your opponent can't jump over the ropes and attack you. Of course, you can still be counted out, but at least the other fighter won't have the satisfaction of a knockout.



BLOCKING



You can actually get through most matches, on any difficulty level, without using the block button, as long as you're quick with your moves. You will need to block, though, in two-on-one or three-on-one situations, or when you're playing against your mates.

FINISHING MOVES

Each wrestler has a special trademark manoeuvre which will both please the crowd and inflict major damage. Because these moves are so powerful, you can only use them near the end of a match when your opponent's health has dropped into the red.

STONE COLD STEVE AUSTIN

STONE COLD STUNNER: *Left, Up, Left, Kick*

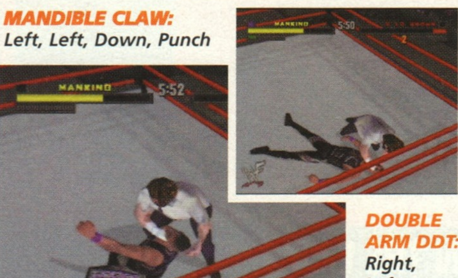




PILE DRIVER: *Right, Left, Down, Tie-up*

MANKIND

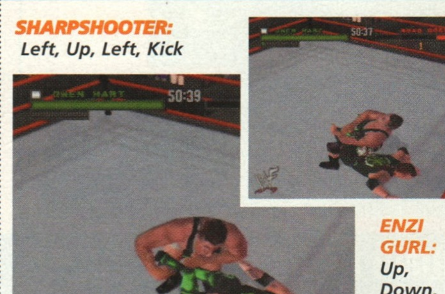
MANDIBLE CLAW: *Left, Left, Down, Punch*



DOUBLE ARM DDT: *Right, Left, Down, Punch*

OWEN HART

SHARPSHOOTER: *Left, Up, Left, Kick*

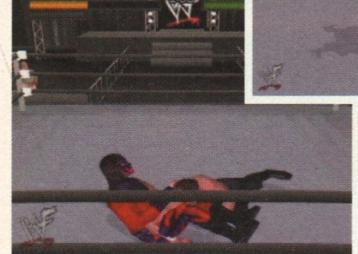


ENZI GURL: *Up, Down, Kick*

HHH



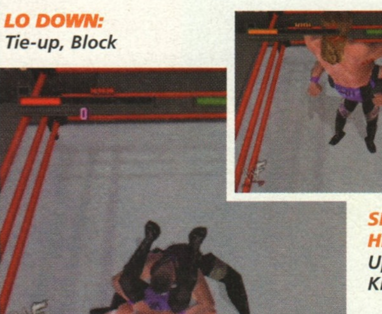
PEDIGREE: *Left, Down, Left, Kick*



KNEE TO FACE: *Left, Down, Kick*

O LO BROWN

LO DOWN: *Tie-up, Block*

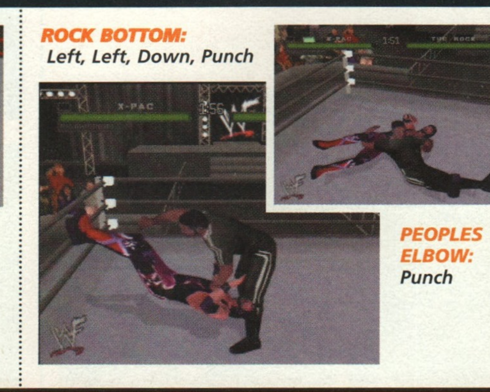




SKY HIGH: *Up, Down, Kick*

THE ROCK

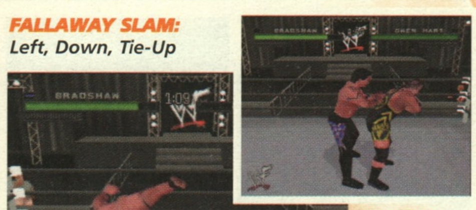
ROCK BOTTOM: *Left, Left, Down, Punch*



PEOPLES ELBOW: *Punch*

BRADSHAW

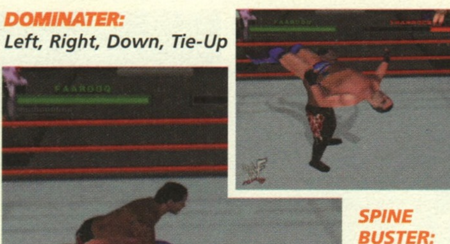
FALLAWAY SLAM: Left, Down, Tie-Up



POWER BOMB: Up, Down, Kick

FAROOQ

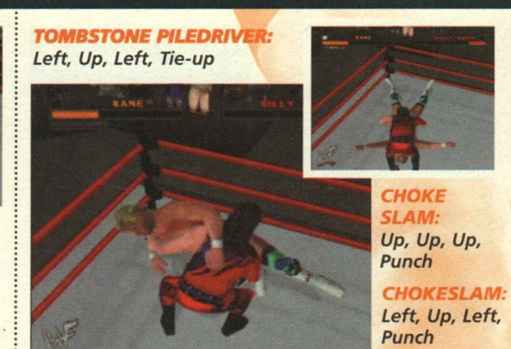
DOMINATER: Left, Right, Down, Tie-Up



SPINE BUSTER: Up, Down, Tie-Up

KANE

TOMBSTONE PILEDRIVER: Left, Up, Left, Tie-up



CHOKE SLAM: Up, Up, Up, Punch

CHOKESLAM: Left, Up, Left, Punch

UNDERTAKER

TOMBSTONE PILEDRIVER: Left, Down, Punch



CHOKE SLAM: Left, Left, Up, Punch

GOLDUST

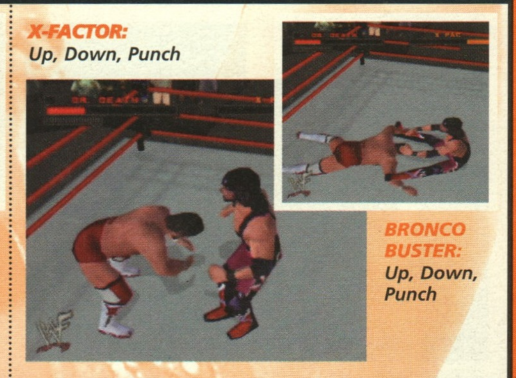
SHATTERED DREAMS: Up, Up, Punch



CURTAIN CALL: Left, Down, Tie-up

X PAC

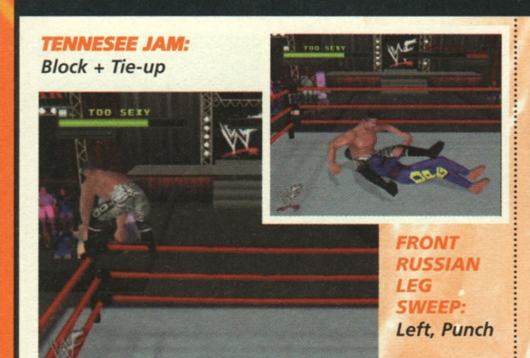
X-FACTOR: Up, Down, Punch



BRONCO BUSTER: Up, Down, Punch

TOO SEXY

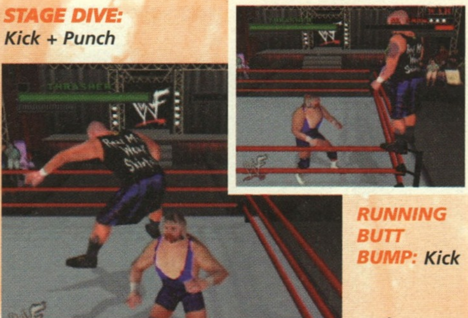
TENNESEE JAM: Block + Tie-up



FRONT RUSSIAN LEG SWEEP: Left, Punch

THRASHER

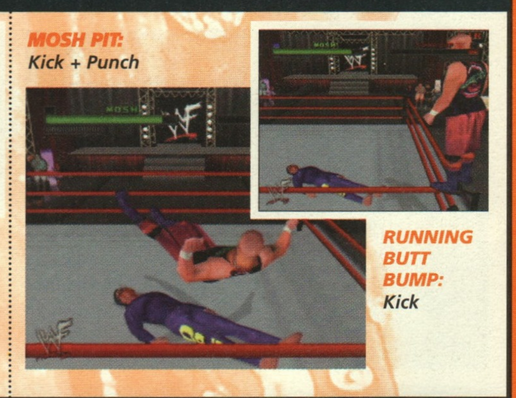
STAGE DIVE: Kick + Punch



RUNNING BUTT BUMP: Kick

MOSH

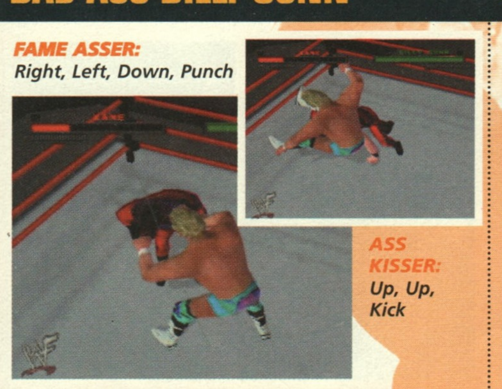
MOSH PIT: Kick + Punch



RUNNING BUTT BUMP: Kick

BAD ASS BILLY GUNN

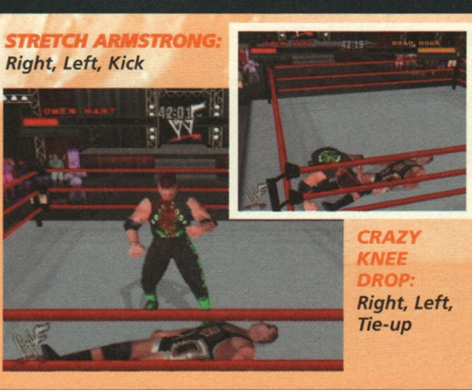
FAME ASSER: Right, Left, Down, Punch



ASS KISSER: Up, Up, Kick

ROAD DOGG

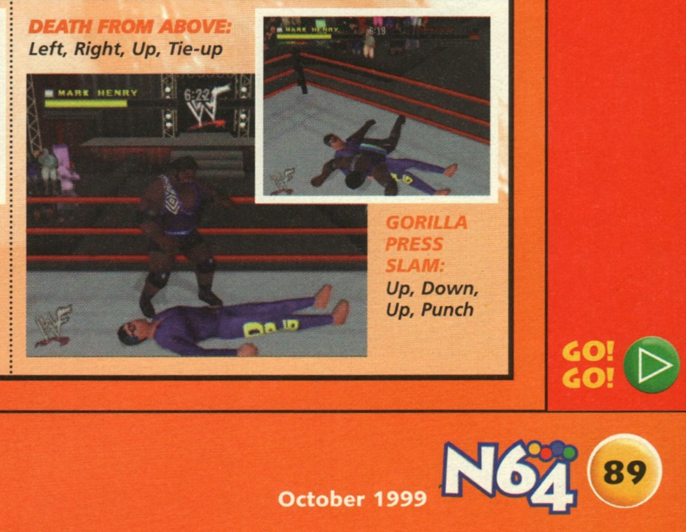
STRETCH ARMSTRONG: Right, Left, Kick



CRAZY KNEE DROP: Right, Left, Tie-up

MARK HENRY

DEATH FROM ABOVE: Left, Right, Up, Tie-up



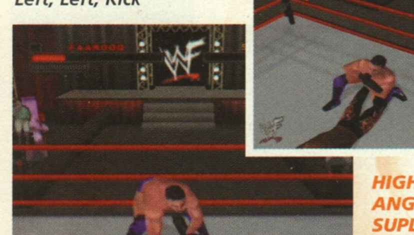
GORILLA PRESS SLAM: Up, Down, Up, Punch

GO! GO!



KEN SHAMROCK

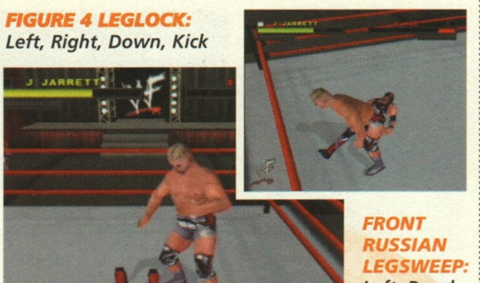
ANKLE LOCK: Left, Left, Kick



HIGH ANGLE SUPLEX: Left, Up, Tie-up

J JARRET

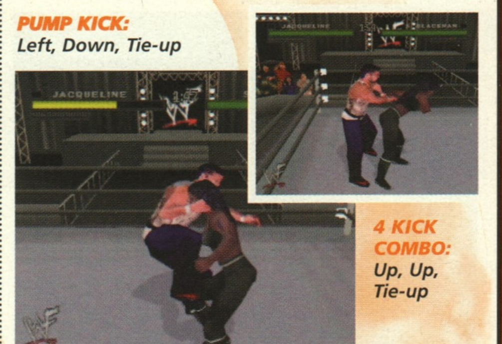
FIGURE 4 LEGLOCK: Left, Right, Down, Kick



FRONT RUSSIAN LEGSWEEP: Left, Punch

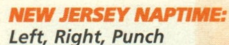
STEVE BLACKMAN

PUMP KICK: Left, Down, Tie-up

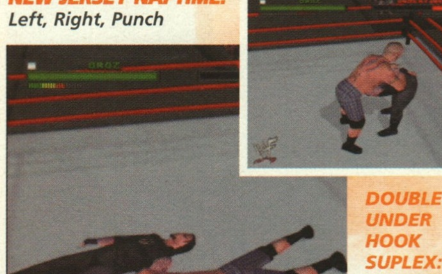


4 KICK COMBO: Up, Up, Tie-up

DROZ



NEW JERSEY NAPTIME: Left, Right, Punch

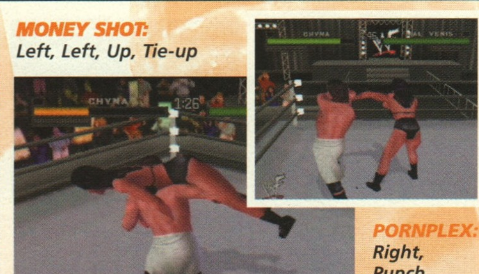


DOUBLE UNDER HOOK SUPLEX: Left, Down, Tie-up

VAL VENIS

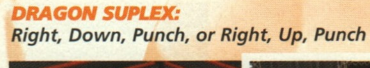


MONEY SHOT: Left, Left, Up, Tie-up

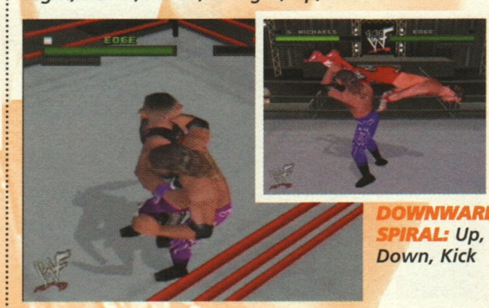


PORNPLEX: Right, Punch

EDGE



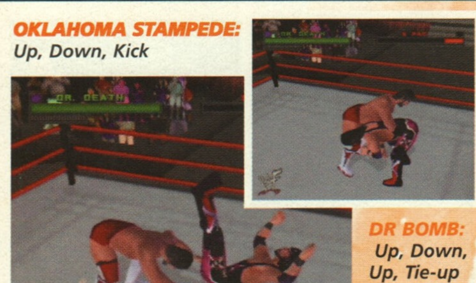
DRAGON SUPLEX: Right, Down, Punch, or Right, Up, Punch



DOWNWARD SPIRAL: Up, Down, Kick

DR DEATH

OKLAHOMA STAMPEDE: Up, Down, Kick

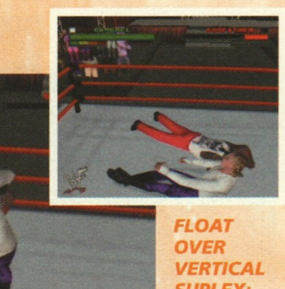


DR BOMB: Up, Down, Up, Tie-up

GANGRIEL

IMPLANT DDT: Up, Down, Kick

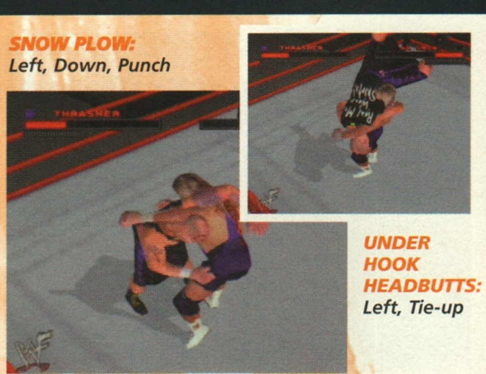




FLOAT OVER VERTICAL SUPLEX: Left, Tie-up

AL SNOW

SNOW PLOW: Left, Down, Punch



UNDER HOOK HEADBUTTS: Left, Tie-up

GODFATHER

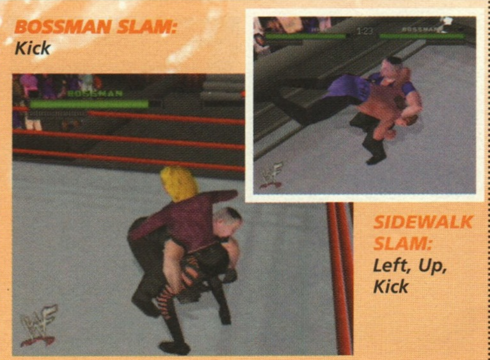
PIMP DROP: Left, Right, Down, Punch



HO! TRAIN: Left, Down, Kick

BIG BOSSMAN

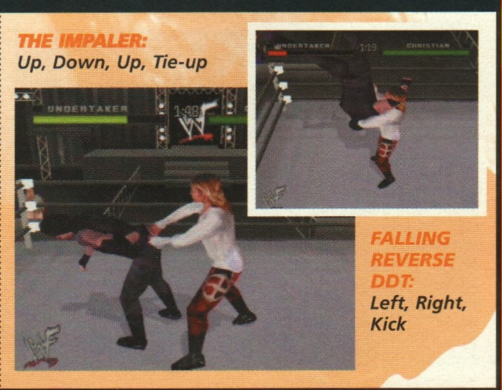
BOSSMAN SLAM: Kick



SIDEWALK SLAM: Left, Up, Kick

CHRISTIAN

THE IMPALER: Up, Down, Up, Tie-up



FALLING REVERSE DDT: Left, Right, Kick



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HOW TO... conquer your friends in QUAKE II

by Jes Bickham

It's probably one of the best multiplayer games that you'll ever play. Want some help killing your friends?

After the pretty poor *Quake*, complete with muddy visuals and an anorexic two-player deathmatch, *Quake II* has come as a very pleasant surprise. It's clean, it's crisp, it's got an all-new single-player game, and, most crucially, the multiplayer game is right up there with *GoldenEye,* and is currently the game of choice for our Friday afternoon gaming sessions. And, since we like it so much, we thought we'd share some tips with you so you can show your friends just who's the best. Super.

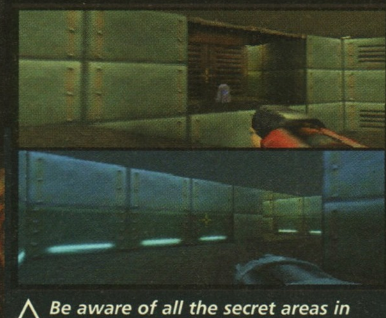
WHAT WE SAID


QUAKE II

We reviewed *Quake II* in **N64**/32 and this is what we concluded:

"A stunning conversion of the PC fave, with a hugely addictive deathmatch option that makes up for the slightly dated one-player game."




△ Be aware of all the secret areas in multiplayer Quake II. Useful!


△ Empty Space – one of the game's very best levels, and top BFG action to boot.

◁ BFG vs. Railgun. It looks like the Railgun is going to lose....

GENERAL TIPS

ROCKET JUMPING

Although not an essential skill, rocket jumping can nevertheless come in very handy; it's basically a technique that allows you to jump higher than usual, and thus reach ledges and platforms as quickly as you like. It's risky, though, as it'll take some of your health, so be sure to have enough.





1. Run toward the area you want to jump up to.
2. Point your rocket launcher at the ground.
3. Press fire and jump at the same time.
4. Hey presto! And there you go.

BFG JUMPING





Interestingly – and invariably fatally on your first few tries – you can also use the BFG for a variation on the rocket jump. It's tricky to time, though – as there's a couple of seconds delay between pressing the trigger and the gun firing – and you'll need armour and full health as it's incredibly dangerous. You'll jump miles, though, if you get it right, which is great for reaching those really high areas.



KEEP MOVING!

Although it's tempting to stay in one place and happily snipe away at the opposition – known as 'camping' in PC circles, and heavily frowned upon – this is actually a surefire recipe for failure. After all, it's much easier to hit a stationary target than a moving one. And, when you know the levels inside out, moving around them at speed will be simple.

Plus, of course, you'll constantly be picking up ammo, armour and weapons when you're on the move, and you'll quickly learn where everything is.



GET THE WEAPONS

Collect *everything* you can get your mucky mits on. It not only bolsters your arsenal, but prevents enemies from tooling up too. And remember, when an opponent cops it, they'll drop everything they've been carrying, fresh for you to pick up. As such, it's sometimes good to hang back from a firefight until it's over; then you can rush in and claim the loser's spoils.



LISTEN!



Sound is an incredibly important part of *Quake II*'s multiplayer. Not only does it enhance the all-important atmosphere of top-hole gibbing, it can be tactical, too.

For instance, there are certain different noises made when weapons/ammo/armour/power-ups are picked up, and, of course, each weapon has its own individual noise anyway, allowing you to judge what kind of gun an enemy has even if you can't see them. When you hear a BFG being charged, for example, it's probably best to do a runner.



POWER-UPS

The clever player will always know where the power-ups are and how to use them. They can be found on practically every level, in the same place, and they generate in sequence (ie, the Quad, then Shield Belt, and so on), so learn what will come after the power-up you've just picked up. They all last for 30 frag-packed seconds, and here's the most useful ones.





INVISIBILITY

Does exactly what it says on the, er, tin, which means it's great for sneaking up on people and shooting them in the head. Watch out though, you can still be seen slightly.





QUAD DAMAGE

Brilliant, this – it does four times the damage, and is therefore best used with the Super Shotgun for close range and the BFG and Rocket Launcher for their area effects.



INVULNERABILITY

Nothing can hurt you for 30 seconds, which is enough time for you to slaughter opponents several times over. Also, you'll be able to pull off BFG/Rocket jumps without being hurt. TOP stuff.

GO! GO!



WEAPON TIPS





AUTOMATIC WEAPONS

Machine Gun • Chaingun • Hyperblaster

These three guns, thanks to their high rate of fire, are perfect for strafing (circling round an enemy whilst firing), because you're going to get a lot more hits in than if you were using a single-shot or explosive weapon. They waste a lot of ammunition, though – especially the Chaingun and the Hyperblaster, which continue to fire for a second or so after you've released the trigger.



EXPLOSIVE WEAPONS

Grenade Launcher • Rocket Launcher • BFG

These are the most enjoyable weapons in the game, but they require a certain element of skill and knowledge to use. The Rocket Launcher and BFG can be used to clear out groups of opponents, and they're both at their best when you're being pursued – run backwards and fire while you're being chased for top fragging fun. Otherwise, always fire at the feet of an opponent with the Rocket Launcher; then you'll have a chance of hitting them with the explosion, rather than missing them altogether.



The Grenade Launcher is altogether trickier, but you can bounce grenades off walls and round corners to annoy people and maybe get a lucky kill or two. This is especially useful if you're in an elevated position – simply carpet the area below you with grenades to create a nasty mine field effect.



The BFG is tremendous – once you've got used to the hefty reload time. Fire it into a group, from a distance, and enjoy the ensuing one-shot/three-kills carnage. The lightning bolts it sends out will more often than not be enough to nobble anyone nearby, unless they're around a corner.

SINGLE-SHOT WEAPONS

Pistol • Shotgun • Super Shotgun • Railgun



These guns are normally more effective at close-range, especially the Shotguns, which get less effective – although they spread their shot – the further away you are. The Super Shotgun is devastating, despite the agonisingly slow reload time, and can hit several targets at once. Never underestimate the Pistol. Although it's the default weapon, it can be indispensable thanks to a fairly rapid rate of fire (plus, you don't have to pick up ammo for it). Get up close with it and you can do 15 points of damage per shot at a pinch, which isn't really to be sniffed at.

The Railgun is the expert's choice in *Quake II*, but it takes plenty of practice to be proficient with it. One direct hit from it will kill – and it will majorly wound even if there is heavy armour involved – but two things make it damned tricky to use: it fires instantaneously when you press the trigger – meaning you have to be incredibly accurate – and it's sloooow to reload. But get good with it and you'll be the master of *Quake II*'s deathmatch; you'll find it most useful in sniping opponents from a distance, seeing as the curly blue beam travels at something approaching the speed of light. Brutal.



LEVEL TIPS

Quake II's multiplayer levels are, in general, superbly designed. They're relatively compact – meaning that you don't get lost – and they're packed with objects, split-level areas, claustrophobic corridors and wide open killing floors. And while some of the levels – Fortress, Corridors and Mad Dash – can be a little samey thanks to their emphasis on mazey corridors, there's enough variety and difference to offer a lifetime's worth of friend-on-friend violence. Here's some tips on the best levels.

AGONY

One of *Quake II*'s very best multiplayer levels, this, small enough for two players but well-designed enough for three or four. The central area, containing four corridors that lead to the rest of the level, is often the focus of the action.



BFG

From the central area, take the corridor that slopes upward, and turn left at the top to find the BFG.

POWER-UPS

Take the corridor to the right of the BFG corridor – you'll come to a walkway containing a Rocket Launcher. Head right around the wall and jump the gap. You'll find Armour Shards, Mini-healths and a random power-up (Mega Health, Quad Damage, Shield Belt, Invisibility or Invulnerability).



CORRIDOR



A bit maze-like and confusing, this one, so it's best suited for four players where there's less chance of losing one another. Corridors loosely takes place on two areas – a walkway running around the top of the level (great for sniping), and the ground floor.



POWER UP

By the Rocket Launcher, on the upper level, you'll see a switch. Shoot it and turn around – a hatch will open on the wall. Jump in to grab a Mega Health.

THE WAR ROOM



Another of Team **64**'s favourites, the War Room has plenty of features to keep things interesting – most notably the gantry leading to the BFG and the enclosed power-up cell, which more often than not leads to a scramble to hit the opening switch first.

BFG

Head up the lift and across the gantry, then jump down to the platform that holds the BFG. You can also jump back up to the gantry, or rocket jump up to the BFG platform from ground level.

POWER UPS



One of the rooms contains a laser-barred cage with power-ups inside. There's a switch opposite – hit it, grab the power-up as you pass through the cage (laser beams now deactivated) and then leap to the ledge straight ahead to get the lovely Rocket Launcher.

COLD STEEL



Cold Steel is on one single level, consisting of wide corridors and several different routes. There are two raised platforms (one holding a Grenade Launcher, the other a Rocket Launcher), accessible by lifts, that are perfect for laying down a barrage of grenades from.



BFG

The platform on the left of the level – the one with the Rocket Launcher – overlooks a wall-mounted switch. Shoot it, and a secret door to the right will open, containing the BFG. You'll have to leap across to get it, and the door will shut pretty quickly.

DYING HALLS



This is one of *Quake II*'s more complex levels, and is best played with four players to minimise the chances of losing each other. Use the two colour-coded platforms – one containing the BFG and the other a Rocket Launcher – as reference points before you really know the level inside out.

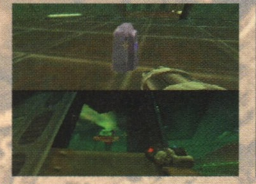
POWER-UP

On the upper level – which can be reached by both the cornering slope and the lift by the red BFG platform – there's a central platform bordered by laser beams on either side. A randomly-generated power-up can be found here, but be careful to leap over the laser beams, as they'll kill you outright.

BFG/ROCKET LAUNCHER PLATFORMS

These two platforms can only be reached from the upper level, or by a well-timed Rocket/BFG jump. You can't find the Rocket Launcher anywhere else here, so you'll have to go to the upper levels to get it anyway.

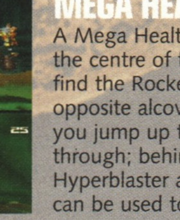
EMPTY SPACE





Mr Kitts' favourite level, this, thanks to its superb open-plan layout. Empty Space caters perfectly for two, three, or four players, with firefights regularly breaking out in the circular central area and on the walkway that leads to the power-up. Sheer Class.





MEGA HEALTH/BFG

A Mega Health always appears right in the centre of the circular area. You'll also find the Rocket Launcher and the BFG in opposite alcoves in the same area. When you jump up to get the BFG, carry on through; behind it you'll find a Hyperblaster and two ammo packs, that can be used to power the BFG.

OVERFLOW



There's plenty going on here, including two teleporters that take you to the highest room and the BFG area respectively. The empty main area – where the BFG is – contains staircases which lead off in various directions to the rest of the level.

POWER UP

Take the stairs that lead up to the teleporters and the Hyperblaster and carry on round – it's on a ledge overlooking the BFG area, meaning you can pick up both in one easy and short trip.

ROCKET LAUNCHER

You'll find this in the bottom-most room, accessible via the stairs down in the room with the glass floor. You'll also find green armour and health.

GO! GO!

CHEATS

These cheats should get you some more enjoyment out of *Quake II* – especially the low gravity in multiplayer cheat. Great fun.

BONUS LEVEL: TWISTS

To access the bonus level, enter the password **FBBC VBBB FBBC VBF7.**

CHANGE LEVEL COLOURS IN MULTIPLAYER

Enter the password **S3TC 00LC 0L0R S???** to change the game's colour palette.

INFINITE SHOTS IN MULTIPLAYER

Enter the code **S3T1 NF1N 1T3S H0TS.**

LOW GRAVITY IN MULTIPLAYER

Enter the password **S3TL 0WGR V1TY ????** to reduce the gravity in multiplayer games.

PASSWORDS FOR SINGLE-PLAYER GAME

To access the password screen, choose LOAD GAME then press B when the list of saved games appears.

LEVEL PASSWORD

2 **PGBG VF6B M0BH X3CF**
3 **1KLS DN5H 7NBF DWRQ**
4 **2KLR SDRY ?VV4 YQ8X**
5 **VK3T 7LFC 94B7 D3R3**
Final **F60? VQCH ?BHF DQQL**





DATEL CODES

Only have codes active for one level at a time or the game may crash

LEVEL 1
1.Infinite health **3028267B 0064**
2.Have all weapons (no ammo)
302A46AB 0001
302A46AF 0001
302A46B3 0001
302A46B7 0001
302A46BB 0001
302A46BF 0001
302A46C3 0001
302A46C7 0001
302A46CB 0001
3.Infinite ammo (all weapons)
302A46CF 00FF
302A46D3 00FF
302A46D7 00FF
302A46DB 00FF
302A46DF 00FF
302A46E3 00FF

LEVEL 2
1.Infinite health **3026844B 0064**
2.Have all weapons (no ammo)
3028A47B 0001
3028A47F 0001
3028A473 0001
3028A487 0001
3028A48B 0001
3028A48F 0001
3028A483 0001
3028A497 0001
3028A49B 0001
3.Infinite ammo (all weapons)
3028A49F 00FF
3028A4A3 00FF
3028A4A7 00FF
3028A4AB 00FF
3028A4AF 00FF
3028A4B3 00FF

LEVEL 3
1.Infinite health **3025020B 0064**
2.Have all weapons (no ammo)
3027223B 0001
3027223F 0001
30272243 0001
30272247 0001
3027224B 0001
3027224F 0001
30272253 0001
30272257 0001
3027225B 0001
3.Infinite Ammo (all weapons)
3027225F 00FF
30272263 00FF
30272267 00FF
3027226B 00FF
3027226F 00FF
30272273 00FF

LEVEL 4
1.Infinite health **302486DB 0064**
2.Have all weapons (no ammo)
3026A70B 0001
3026A70F 0001
3026A713 0001
3026A717 0001
3026A71B 0001
3026A71F 0001
3026A723 0001
3026A727 0001
3026A72B 0001
3.Infinite Ammo (all weapons)
3026A72F 00FF
3026A733 00FF
3026A737 00FF
3026A73B 00FF
3026A73F 00FF
3026A743 00FF

LEVEL 5
1.Infinite health **302660FB 0064**
2.Have all weapons (no ammo)
3028812B 0001
3028812F 0001
30288133 0001
30288137 0001
3028813B 0001
3028813F 0001
30288143 0001
30288147 0001
3028814B 0001
3.Infinite Ammo (all weapons)
3028814F 00FF
30288153 00FF
30288157 00FF
3028815B 00FF
3028815F 00FF
30288163 00FF

LEVEL 6
1.Infinite health **3025B9DB 0064**
2.Have all weapons (no ammo)
3027DA0B 0001
3027DA0F 0001
3027DA13 0001
3027DA17 0001
3027DA1B 0001
3027DA1F 0001
3027DA23 0001
3027DA27 0001
3027DA2B 0001
3.Infinite Ammo (all weapons)
3027DA2F 00FF
3027DA33 00FF
3027DA37 00FF
3027DA3B 00FF
3027DA3F 00FF
3027DA43 00FF

LEVEL 7
1.Infinite health **3025F1AB 0064**
2.Have all weapons (no ammo)
302811CB 0001
302811CF 0001
302811D3 0001
302811D7 0001
302811DB 0001
302811DF 0001
302811D3 0001
302811D7 0001
302811FB 0001
3.Infinite Ammo (all weapons)
302811FF 00FF
30281203 00FF
30281207 00FF
3028120B 00FF
3028120F 00FF
30281213 00FF

LEVEL 8
1.Infinite health **3025A42B 0064**
2.Have all weapons (no ammo)
3027C45B 0001
3027C45F 0001
3027C463 0001
3027C467 0001
3027C46B 0001
3027C46F 0001
3027C473 0001
3027C477 0001
3027C47B 0001
3.Infinite Ammo (all weapons)
3027C47F 00FF
3027C483 00FF
3027C487 00FF
3027C48B 00FF
3027C48F 00FF
3027C493 00FF

LEVEL 9
1.Infinite health **30225C4B 0064**
2.Have all weapons (no ammo)
30247C77 0001
30247C7B 0001
30247C7F 0001
30247C83 0001
30247C87 0001
30247C8B 0001
30247C8F 0001
30247C93 0001
30247C97 0001
3.Infinite Ammo (all weapons)
30247C9F 00FF
30247CA3 00FF
30247CA7 00FF
30247CAB 00FF
30247CAF 00FF
30247CB3 00FF

LEVEL 10
1.Infinite health **30254C1B 0064**
2.Have all weapons (no ammo)
30276C4B 0001
30276C4F 0001
30276C53 0001
30276C57 0001
30276C5B 0001
30276C5F 0001
30276C63 0001
30276C67 0001
30276C6B 0001
3.Infinite Ammo (all weapons)
30276C6F 00FF
30276C73 00FF
30276C77 00FF
30276C7B 00FF
30276C7F 00FF
30276C83 00FF

LEVEL 11
1.Infinite health
30256ACB 0064
2.Have all weapons (no ammo)
30278AFB 0001
30278AFF 0001
30278B03 0001
30278B07 0001
30278B0B 0001
30278B0F 0001
30278B13 0001
30278B17 0001
30278B1B 0001
3.Infinite Ammo (all weapons)
30278B1F 00FF
30278B23 00FF
30278B27 00FF
30278B2B 00FF
30278B2F 00FF
30278B33 00FF

LEVEL 12
1. Infinite health
3026D66B 0064
2.Have all weapons (no ammo)
3028F69B 0001
3028F69F 0001
3028F6A3 0001
3028F6A7 0001
3028F6AB 0001
3028F6AF 0001
3028F6B3 0001
3028F6B7 0001
3028F6BB 0001
3.Infinite Ammo (all weapons)
3028F6BF 00FF
3028F6C3 00FF
3028F6C7 00FF
3028F6CB 00FF
3028F6CF 00FF
3028F6D3 00FF

LEVEL 13
1.Infinite health
30256A1B 0064
2.Have all weapons (no ammo)
30278A4B 0001
30278A4F 0001
30278A53 0001
30278A57 0001
30278A5B 0001
30278A5F 0001
30278A63 0001
30278A67 0001
30278A6B 0001
3.Infinite Ammo (all weapons)
30278A6F 00FF
30278A73 00FF
30278A77 00FF
30278A7B 00FF
30278A7F 00FF
30278A83 00FF

LEVEL 14
1.Infinite health
3025E7AB 0064
2.Have all weapons (no ammo)
302807DB 0001
302807DF 0001
302807E3 0001
302807E7 0001
302807EB 0001
302807EF 0001
302807F3 0001
302807F7 0001
302807FB 0001
3.Infinite Ammo (all weapons)
302807FF 00FF
30280803 00FF
30280807 00FF
3028080B 00FF
3028080F 00FF
30280813 00FF

LEVEL 15
1.Infinite health
3025433B 0064
2. Have all weapons (no ammo)
3027636B 0001
3027636F 0001
30276373 0001
30276377 0001
3027637B 0001
3027637F 0001
30276383 0001
30276387 0001
3027638B 0001
3.Infinite Ammo (all weapons)
3027638F 00FF
30276393 00FF
30276397 00FF
3027639B 00FF
3027639F 00FF
30276403 00FF

LEVEL 16
1.Infinite health
302697CB 0064
2.Have all weapons (no ammo)
3028B7FB 0001
3028B7FF 0001
3028B803 0001
3028B807 0001
3028B80B 0001
3028B80F 0001
3028B813 0001
3028B817 0001
3028B81B 0001
3.Infinite Ammo (all weapons)
3028B81F 00FF
3028B823 00FF
3028B827 00FF
3028B82B 00FF
3028B82F 00FF
3028B833 00FF

LEVEL 17
1.Infinite health
3025075B 0064
2.Have all weapons (no ammo)
3027278B 0001
3027278F 0001
30272793 0001
30272797 0001
3027279B 0001
3027279F 0001
302727A3 0001
302727A7 0001
302727AB 0001
3.Infinite Ammo (all weapons)
302727AF 00FF
302727B3 00FF
302727B7 00FF
302727BB 00FF
302727BF 00FF
302727C3 00FF

LEVEL 18
1.Infinite health
3024391B 0064
2.Have all weapons (no ammo)
3026594B 0001
3026594F 0001
30265953 0001
30265957 0001
3026595B 0001
3026595F 0001
30265963 0001
30265967 0001
3026596B 0001
3.Infinite Ammo (all weapons)
3026596F 00FF
30265973 00FF
30265977 00FF
3026597B 00FF
3026597F 00FF
30265983 00FF

LEVEL 19
1.Infinite health
3022825B 0064
2.Have all weapons (no ammo)
3024A28B 0001
3024A28F 0001
3024A293 0001
3024A297 0001
3024A29B 0001
3024A29F 0001
3024A2A3 0001
3024A2A7 0001
3024A2AB 0001
3.Infinite Ammo (all weapons)
3024A2AF 00FF
3024A2B3 00FF
3024A2B7 00FF
3024A2BB 00FF
3024A2BF 00FF
3024A2C3 00FF

Retail Directory

To advertise in the Retail Directory or anywhere else in this magazine please contact **Rachel Tippett** on **01225 442244** ext **2564**

NORTH EAST

XS Games
53 Broad St, Parkgate, Rotherham, S. Yorks
S62 6DU Tel / Fax 01709 522668
All formats, Mail Order Service

Game Ⓧ Change
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Also cheat guides for most games. £1 + SAE.
26 Coach Street, Skipton, N. Yorkshire
Tel: 01756 700088
(gxc26@nascr.net)

NORTH WEST

TNT Games
N64, PlayStation, Second Hand Games
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Tel: 0151 207 0090

Button Basher Games
Whatever you wanna play, we've got it!
312 Derby Street, Bolton
Tel: 01204 656 939

Variables - Sony PSX Centre
Hardman Lane, Failsworth, Manchester
M35 0DL Tel: 0161 6820860
Email: sonydavevariablesspc@cwcom.net

SCOTLAND

GG Megamasters
221 High St, Leslie, Fife, KY6 3AZ
Tel: 01592 622444

Solid Gold Games Centre
Buy, sell & exchange new & second-hand games
Aberdeen - 89 Holburn St, AB10 6BQ. 01224 212721
Dundee - 38/40 Westport St, DD10 5ER. 01382 226305
Perth - 3 George St, PH1 5JY. 01738 628028
Stirling - 5 Friars St, FK8 1HA. 01786 449758
Glenrothes - 20 Church St, KY7 5ND. 01592 754881
Dunfermline - 04 Bonnar St, KY12 7JQ. 01383 731616

SOUTH WEST

The Games Room
Games, Distributor of N64, PSX, PC, Accessories etc.
The Games Room, 6 Old St, Clevedon, N. Som BS21 6ND
Tel/Fax:01275 340800 Mobile: 07971 671827

SOUTH EAST

VR Interactive
New and Used PlayStation, N64, Gameboy games and consoles at best prices. 147 Hamlet Court Rd, Westcliffe on Sea, Essex SS0 7EW Tel: 01702 394969

Funhouse
31 Crayford High Street, Crayford, Kent, DA1 4HH
Mail Order Available Tel:01322 559672
Email: fun.house@virgin.net

N64 MAGAZINE

HELP WANTED!

Experts wanted to write game guides. Excellent rewards! Apply N64 MAGAZINE

You've probably been there yourself. You've just completed your favourite game and you feel a bit empty – you desperately want to keep playing it. So, you go back and play the game some more, only to find a great new way to complete a certain level, a cool method for killing an annoying end boss or some quirky new challenges to complete. Understandably, you want to share these new gaming moments with the thousands of other **N64** readers.

Help Wanted, then, is the place for you. Send in your ideas and if your guide gets printed you'll receive an exclusive **N64** record bag – designed by the quiffed one that is Mr Wil Overton™. And if you'd like to include a photo, we'll print that as well. Please read the following rules and get thinking…

THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. Pick something that interests you. For instance, in this issue Russel has found some excellent new courses to race in *Mario Kart*.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month. Oh, and good luck!



HOW TO… race on new courses in MARIO KART

By Russel Francis

Okay, so you've achieved a gold trophy on all of the championships. You've set new records for all the Time Trials. You've even beaten your friends to death on Battle Mode. So now, two years after it was released, you have to admit you're a bit bored. Well, overcome your boredom with these eight all-new *Mario Kart* courses and battles. And the great thing is, they can be played with two, three, or four players.

Every new course challenges a certain *Mario Kart* skill. So there's the odd one that'll test even the most experienced and patient gamer. If you complete them all, you're a true champion.

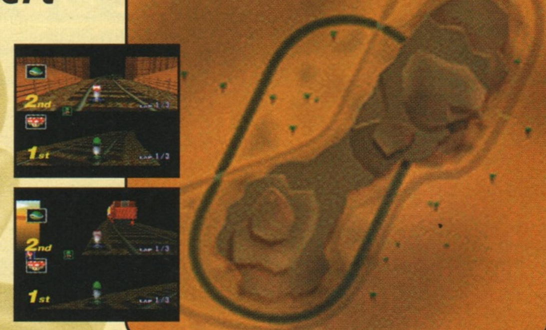
TRAINCAR CHASE



Course: Kalimari Desert
Cup: Mushroom

Race as normal to the first railway crossing, then race around the railway track in the opposite direction to the trains. The first one through the tunnel three times wins. The trains may cause problems, but you can always duck into the side as you wait for them to pass.

Skill: Handling



ROAD SAFETY

Course: Toad's Turnpike
Cup: Flower

Drive forward and immediately turn around and race the course backwards. Lakitu gets in the way so you can't always see the oncoming traffic, making this very hard indeed. The winner is the first player to complete one lap and drive into the small lay-by area where you start.

Skill: Handling



BOWSER BATTLE

Course: Bowser's Castle
Cup: Star





Drive normally until you reach the turrets, just after the jump near the end of the course. On your way, collect one item but don't use it. When everyone has reached the turret area, you can start. The object of this game is to blow each other up, much like in Battle Mode. You may not leave the turrets, and when you are blown up three times, you're out of the battle and must wait at the side of the track. There are power-up blocks in this area, so you won't run out of ammo. The winner is the player who manages *not* to be blown up three times.



Skill: Battle Ability

CAVE TREACHERY

Course: Sherbert Land
Cup: Star



Race into the penguin cave. Once inside, you can begin a war against your opponents by using the power-up blocks. Should you be blown up once, you must leave the cave. The last player to be blown up wins. The penguins should make life difficult…

Skill: Battle Ability

CASTLE RACEWAY

Course: Royal Raceway
Cup: Cup

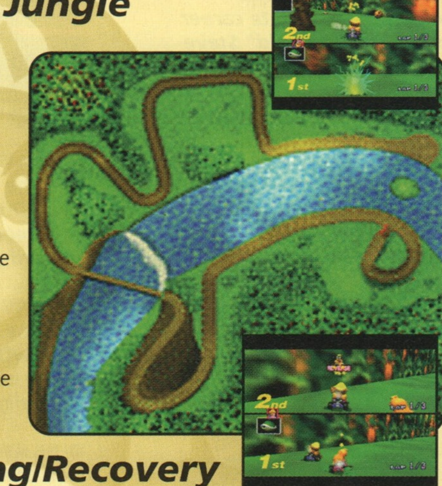


Line yourselves up at the bottom of the huge ramp and then start to race. Directly after the jump, where you touch down, turn right and head towards Princess Peach's castle. You don't have to stay on the yellow path. The winner is the first player to ram the castle door.

Skill: Speed

COCONUT CHAOS

Course: DK's Jungle Parkway
Cup: Special

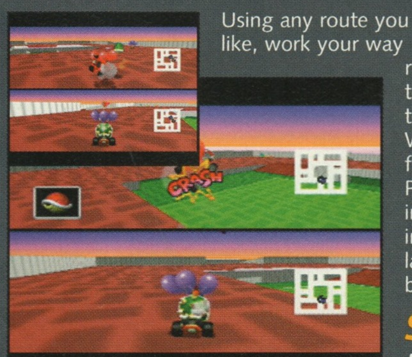


Right at the start, everyone get up on the grass verge at the side, where the hidden monkeys hurl coconuts at you. The objective is to stay on the side for as long as you can. You can also push others off onto the track – the winner is the last player to be knocked off.

Skill: Handling/Recovery

TOP DROP

Course: Double Deck
Cup: Battle



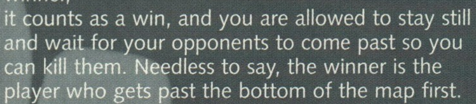


Using any route you like, work your way right to the top. When you get there, you can fight with the power-up blocks. Players lose when they fall off into the centre or are turned into bombs. The winner is the last player standing who is *not* a bomb.

Skill: Battle Ability

LAVA CIRCUIT

Course: Big Donut
Cup: Battle



You must all start at the bottom of the map. Someone says 'go', and then you all begin one lap of the course. You can blow each other up, and bombs can continue racing. If there is a battle winner, it counts as a win, and you are allowed to stay still and wait for your opponents to come past so you can kill them. Needless to say, the winner is the player who gets past the bottom of the map first.

Skill: Battle Ability

TIPS EXT

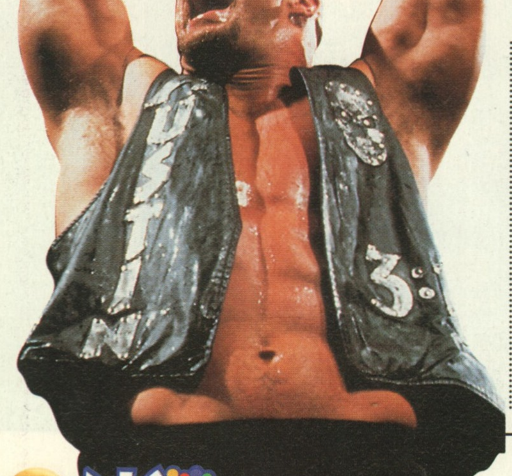
WWF Attitude

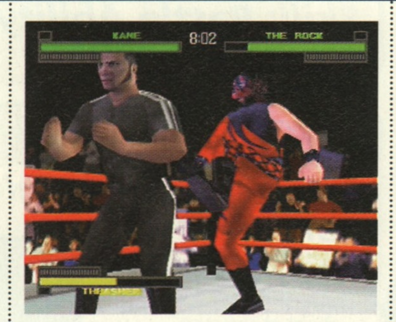
● PLAY AS CHYNA
Just win the WWF title as Triple H in challenge or career mode under the normal or hard difficulty setting.

● PLAY AS REFEREE
Successfully complete career mode as "Stone Cold" Steve Austin to unlock the Referee in PPV events.

● PLAY AS HEAD
Win the WWF title as Al Snow in challenge or career mode under the normal or hard difficulty setting.

● PLAY AS SABLE
Win the WWF title as a female created wrestler in challenge or career mode under the normal or hard difficulty setting.





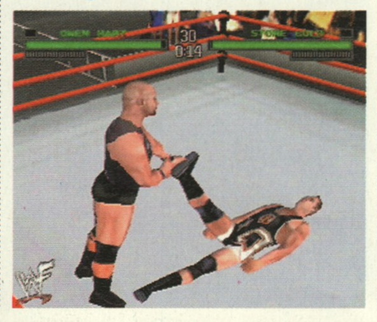
● PLAY AS SHAWN MICHAELS
Win the WWF title as Badass, Road Dogg or X-Pac in challenge or career mode under the normal or hard difficulty setting.

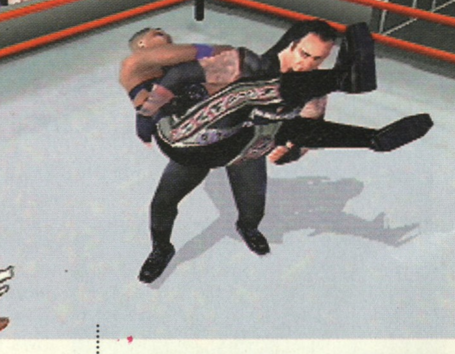
● PLAY AS SGT. SLAUGHTER
Win the WWF title as Shawn Michaels in challenge or career mode under the normal or hard difficulty setting.

● PLAY AS PAUL BEARER
Win the WWF title as The Undertaker or Kane in challenge or career mode under the normal or hard difficulty setting.

● PLAY AS GODFATHER
Win the WWF title as D-Lo Brown or Mark Henry in challenge or career mode under the normal or hard difficulty setting.

● PLAY AS MARC MERO
Win the WWF title as Goldust in challenge or career mode under the normal or hard difficulty setting.





● PLAY AS JERRY LAWLER
Win the WWF title as Owen Hart or Jeff Jarrett in challenge or career mode under the normal or hard difficulty setting.

● LADIES COSTUMES
Win the WWF title as Val Venis in challenge or career mode under the normal or hard difficulty setting. Additional female clothing will be available in creation mode.

● NEW DUDS COSTUMES
Win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting. Additional male shirts, jackets, masks, pants, and accessories will be available in creation mode.

● MORE HAIR
Win the WWF title as "The Rock" Rocky Maivia in challenge or career mode under the normal or hard difficulty setting. Additional facial hair will be available in creation mode.

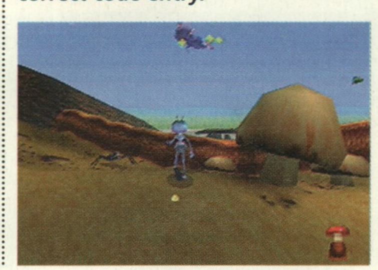
● NO SCRUBS MODE
Win the WWF title as the Trainer in challenge or career mode under the normal or hard difficulty setting. Jobbers are disabled in this mode.

● NO WIMPS MODE
Win the WWF title as Faarooq or Bradshaw in challenge or career mode under the normal or hard difficulty setting. Please be warned that blocking is disabled in this mode.

● FINISHING AND TRADEMARK MOVES
All of the finishing moves are performed after the meter is in the red. All of the trademark moves are performed when your opponent's meter is in the red or yellow. Got that?

A Bug's Life

● LEVEL SELECT
Go to the ant hill from the main screen. Then hold Top-C + Bottom-C + Left-C + Right-C + Z and press R. An arrow will appear at the bottom of the screen to confirm correct code entry.



RA

The latest hints and cheats, some quirky Action Replay codes and the best tips you've discovered over the last four weeks.

Quake II



● **DEATHMATCH LEVEL**
Enter FBBC VBBB FBBC VBF7 as a password for a deathmatch level with a 1:40 time limit and the rocket launcher.

● **TWISTS LEVEL**
Enter FVBS LBBB 7VBC 3BGB as a password to play in a level similar to "Twists", but with a tougher challenge.

● **EXTRA COSTUMES**
Enter S3TC 00LC 0L0R S??? as a password.

● **LOW GRAVITY IN MULTIPLAYER**
Enter S3TL 0WGR V1TY ???? as a password.

● **UNLIMITED AMMO IN MULTIPLAYER**
Enter S3T1 NF1N 1T3S H0TS as a password. (Note: This code also allows higher jumps.)

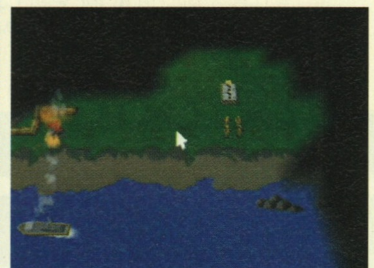


Command & Conquer 64

● **ADJUST BATTLE SCREEN**
Hold R and press Top-C or Bottom-C to magnify and reduce the battle screen.



● **BUILD AWAY FROM BASE**
To build away from your base, simply create a chain of sandbags to the desired location.



● **USE OPPONENT'S STRUCTURES AND MEN**
Use an engineer to get into your opponent's Mobile Construction Unit. This will allow you to use your opponent's structures, men and much more.



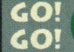
Classic tip Star Wars: Rogue Squadron

Here's an excellent tip, courtesy of LucasArts, who in their infinite wisdom unleashed this brilliant code on 16th July earlier this year. Yes, that's right, the day The Phantom Menace hit the UK. This great code allows you to fly the Naboo Starfighter from the very latest Star Wars movie – it's the ship Anakin flies in the film's climax.

● All you do is enter HALIFAX? at the Password screen, press Enter Code, then enter IYNGWIEI and press Enter Code again. In the hanger you should see the shiny yellow and chrome beauty just waiting for you fly out at speed. This very manouevrable gem also comes with Seeker missles. Wonder how they kept this secret?






GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...

CASTLEVANIA 64

1. Infinite Health (both characters) 80389C43 0050
2. Infinite Red Jewels 80389C4D 0046
3. Infinite Money 81389C4A 0FA0

STAR WARS EPISODE 1: RACER

1. Lap Race 81121CAA 0002
2. Infinite Truguts 8111CB1A FFFF
3. Open All Tracks 8111CB08 FFFF
   8111C80A FFFF
4. Open All Characters 8111CB14 007D
   8111CB16 FFFF
5. All Races Finished First 8111CB0C 3FFF
   8111CB0E 3FFF
   8111CB10 3FFF
   8111CB12 00FF

GOLDENEYE

1. Invincible Enemies

Dam	800BAB8B 0002
Facility	8009DF8B 0002
Runway, Surface 1, Depot	800C0F8B 0002
Bunker 1&2, Silo	8009BF8B 0002
Frigate	800AE38B 0002
Surface 2	800CD78B 0002
Statue	800ACF8B 0002
Archives, Caverns, Cradle, Egyptian	800B478B 0002
Streets	800BE78B 0002
Train, Jungle, Control Centre	800A7F8B 0002
Aztec	80097B8B 0002

2. Extra multiplayer characters 80058591 0002
3. Multi Bunker in one player 81025E45 0014
4. Slap with any weapon (choose weapon and press AR) 880???6B 0001.

Replace ??? with:
BAB = Dam
9DF = Facility
ACF = Statue
C0F = Runway, Surface, Depot
B47 = Archive, Caverns, Cradle, Egyptian
9B7 = Bunker 1&2, Silo
BE7 = Streets
AE3 = Frigate
A7F = Train, Jungle, Control
CD7 = Surface 2
97B = Aztec

5. Access to stuff you can't get with All Weapons 800???6B 00XX.

Replace ??? with level codes and XX for those below :
17 = Watch Laser
21 = Briefcase Bomb
22 = Plastique
(all nos. from 1-22 work, but are included in All Weapons Cheat)

6. Rainbow effects 8001FAE0 FFFF
7. Silver hand on the Dam and messed up weapons 800BAB51 00F7
(it works on other levels)
8. Walk through objects and doors 81031A1A 0000

Neil Donnelly, Co. Louth

ZELDA 64

Black Tunic 80118440 0014
White Tunic 80118440 0015
Golden Tunic 80118440 0016
Link has infinite air (with Iron Boots, NOT diving) 811197A0 0077

MARIO 64

Always have Wing Cap (Fly in any level!) 80309437 0019
Always have Metal Cap 80309437 0015
Always have Invisibility Cap 80309437 0013
Always have ALL caps 80309437 001E

GOLDENEYE

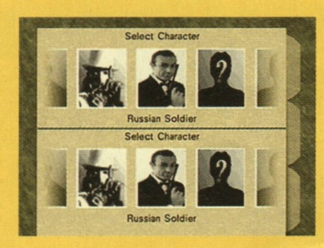
Changle P1s height

Tiny	81068A64 3E00
As tall as Jaws	81068A64 3F9E
12FT	81068A64 3FC0
20FT	81068A64 3FFF
50FT	81068A64 4066

1 point match in multiplayer 81041022 0001
3 point match 81041022 0003
50 point match 81041022 0032
Music select
(Replace XX with other numbers, ie.2E) 810221C7 00XX

Chris Allcocks

GOLDENEYE

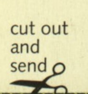


This code allows you to replace the Russian Soldier in the character select screen with pictures of Sean Connery and Roger Moore. Unfortunately, you can't actually play as them. But we reckon, if there's a line of code to enable the pictures, there must be a line of code to enable the characters in-game. The first person to write in with a line of code that enables you to play as Sean or Roger wins a prize. Entries to the usual address.
It works like this, then:
Type in the code 8002677B 000X, replacing X with either
1. for Roger Moore
2. for Timothy Dalton
3. for Sean Connery

David Noble, Belfast

All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel** on **01785 810800.**

YOUR ACTION REPLAY CODES





CODES

Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name..........

Address..........

....

....

....

....

Postcode..........

READERS' TOP 15 TIPS

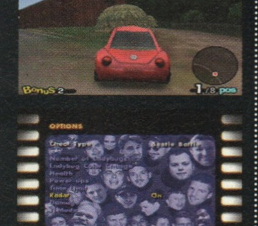
Remember the best one wins a Makopad from Interact (01204 700139) and an exclusive **N64** pin badge.

Cheat of the month

1 GoldenEye
In later levels on SA or 00 Agent settings, some enemies take up to three hits in the head before they perish. I've found you can dispatch them quickly if you shoot them in the chest and then double tap them in the face as they bend forwards.
Paul Kilbride, Scotland



2 Beetle Adventure Racing
Go to the one player mode and select championship. Race on Coventry Cove and find the short cut with the barn and the two haystacks. Run into the stack closest to the road and you will hit a crate and someone will say "groovy". Finish the race and go to the options menu, there will now be an option called cheats.
Olumide Faturoti, London



3 GoldenEye
I have discovered something quite strange on Surface level one. Using the All Weapons cheat, go directly to the bunker and set the alarm off by attempting to open the door. Then shoot the control panel adjacent to the door with the golden gun. After this all kinds of strange things happen: multicoloured rockets, knives, rockets as well as transparent laser beams and hideous freaks.
Jon Bartlett, Devon

4 FIFA '99
I have found out that there is actually a Ronaldo in the game. He's been cheekily put under the player called Calcio. So I just cunningly changed his name back to Ronaldo.
Anon

5 Turok 2
When warping to a level in the cheat menu you can avoid the cut scene by pressing the warp button a second time before leaving the pause screen.
Michael Kuznets, London

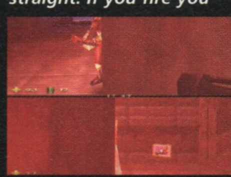
6 Star Wars Episode 1: Racer
Select tournament mode and choose an unused save slot. Hold down Z, then enter RRTANGENT, using the Left shoulder button. Then highlight end, hold Left again and press B. Go back to the saved game and do



exactly the same as above but enter ABACUS instead. Highlight end, again holding left but this time press A. Start the tournament race, on the pause screen push Up, Left, Down, Right on the D-pad and a cheat menu should appear.
Darren Ramezani, Newcastle-upon-Tyne

7 Quake II
Enter FBBC VBBB FBBC VBF7 as a password. You get a time attack mode where there are six baddies to fight in one minute forty seconds.
Ian Reynolds, Glenrothes

8 Turok 2: Multiplayer
Get a rocket or grenade launcher and stand as close as possible to a wall, making sure your character is facing it straight. If you fire you



should see a small flash of light but no explosion, the player on the other side of the wall, however, will get a nasty shock as he is torn asunder in an explosion.
Anon

9 GoldenEye
I've found a new way to shoot pigeons. Go to an outside level and fire your grenade launcher into the sky. Quickly



change to a different weapon and try to shoot your 'pigeon' down as it falls. If you like it hard use the magnum.
Bjorn Jarmyr, Motala

10 Star Wars Episode 1: Racer
If you hold Z (slide) and B (brake) when going around tight corners you will slow down and slide around the corner niiiiiice and smoothly.
Ben Thomas Williams



11 GoldenEye
On multiplayer you can hide in the boxes if you are playing as Oddjob. Simply blow the side of the crate away, walk in and kneel. Your



opponents can't see anything at all!
Richard Robins, Kent

12 Micro Machines 64
You can drop under the surface of the pool table on Love Triangle when playing single player time trial mode. After going through the triangle at the tightest of angles you can drop below via the middle pocket. Track obstacles still get in your way but you are now completely invisible.
Stuart Barrance

13 GoldenEye
Pause the game and go to the options screen, now turn the screen mode to cinema, then unpause. After doing this you should find Bond moves a bit faster, this coupled with good use of the strafe button means



harder times are now more achievable.
Lee Grieve, Kent

14 FIFA '99
When you are taking a corner, change from the arrow into the cross (press Right-C twice) and place the arrow on the goal line near the backpost and press B. Nearly every time the ball will hit the goalkeeper and then go in. If you hold the joystick towards the goal and hold B you may even get a diving header.
Ben Longland, Leicester

15 Legend of Zelda
Do you have trouble aiming the bow and arrow? Then try using the hook/longshot to aim and then switch directly to the bow, it will shoot where the red dot was aiming.
David Stevens, Kent





YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

cut out and send

Name..........

Address..........

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....

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Postcode..........

Here's my top tip

It's for [game name]:

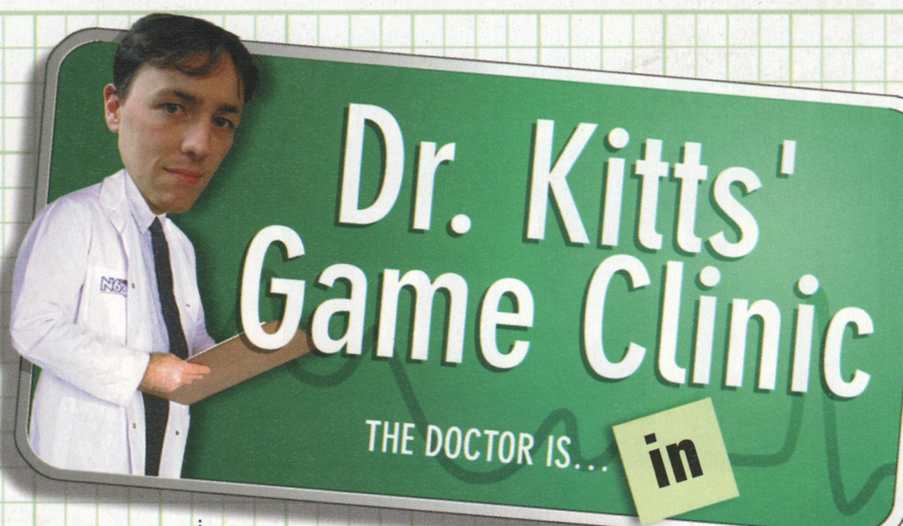
And I've found that if you:



TIPS EXTRA

Send to: Tips Extra, **N64** Magazine
30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Tense, nervous game-related headache? Let Dr Kitts massage your temples.





Dr Kitts,
This is a *Zelda 64* problem. At Lake Hylia, I've played my made-up song to Bonooru the Scarecrow as both a child and an adult. He told me that if I played it again, Pierre the Scarecrow would come to me – but he never does! Help me!
Dominic Martin, Stevenage

Dr Kitts leans back in his chair and strokes his chin thoughtfully:
Ah, yes. I believe Link's young fairy friend is the key to your problems, Dominic. If Navi inexplicably hovers over an unreachable empty space and glows blue, it's time to whip out your Ocarina and play the song. Pierre will pop up, and you can use your hookshot to travel up to his position. The reason? There'll be a Gold Skulltula hidden nearby.

Dr Kitts,
The cannons on level 3 of *Pilotwings* have me completely stumped. Could you perhaps give me some co-ordinates for each target?
Phillip Quantrill, Sileby

Dr Kitts furrows his brow and runs his fingers through his hair:
Hmm, let me think... yes, yes, I think I can recall the co-ordinates you require, Phillip:



Cannon 1: Vertical: 13°, Horizontal: E 23° S, Power: Full
Cannon 2: Vertical: 7°, Horizontal: S 85° W, Power: Full
Cannon 3: Vertical: 52°, Horizontal: S 41° W, Power: Full
Cannon 4: Vertical: 45°, Horizontal: E 54° S, Power: Full

Dr Kitts,
In *WWF Warzone*, how do you play as the female wrestlers Cactus Jack and Dude Love? It's driving me mad. Thanks, Dr Kitts.
Aidan Spillane, Galway



Dr Kitts gazes out the window, deep in thought:
Simplicity itself, Aidan. First you have to complete the game in one-player challenge mode. After doing that you'll be able to access the Basement Cheat List by tapping L and then R on the Mode Select screen. Now, by finishing the game playing as Mankind, you'll have access to both lady grapplers.

Dr Kitts,
I'm stuck on *Spacestation: Silicon Valley*. On the second desert level (Hot Cross Buns), I don't know how to change all the noughts to crosses. I've tried dumping bodies on them but they keep changing back. Is my problem incurable?
Louise Batterby, Grimsby

Dr Kitts eases himself out of his chair and paces around the room:
Not at all, Louise. There's a Spinning Fox wandering around this level. Kill him, enter his body, then use him to jump – quickly! – onto each of the platforms with noughts on. They'll still change back after a few seconds, though, so speed is of the essence.





Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...

My name is ....

and I live at ....

....

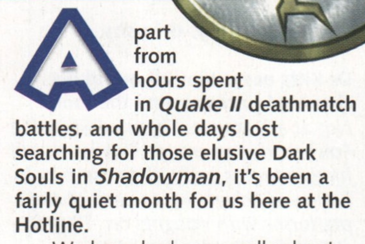
....

.... Post code ....

You're through to the...

NINTENDO

Command & Conquer



Apart from hours spent in *Quake II* deathmatch battles, and whole days lost searching for those elusive Dark Souls in *Shadowman*, it's been a fairly quiet month for us here at the Hotline.

We have had some calls about *Command & Conquer*, though, the N64's first strategy game. Tim reviewed it last month (**N64**/32), and awarded it a respectable 75%, and we're pretty sure he'd have been grateful for the odd tip – he just swore loudly at the screen every time his infantry and gunners were slaughtered in an enemy assault. A unique tactic, maybe, but it didn't seem to be very effective. On with the tips, then...





General tips

1. Position your units to reveal as much terrain as possible.
If you can, build a communications centre which will enable you to see clearly where enemies are attacking from before they arrive. Another good tip is to use teams to keep track of your units.

2. Build multiple structures for faster unit construction.
For example, two infantry barracks will build a mini-gunner twice as fast as just one.

Building a base

1. Surround the construction yard with other structures to protect it.
Build barriers (such as sandbags) with narrow exits, then line the alleys with towers to funnel the enemy through the gauntlet.

2. Build only one Tiberium refinery per harvester.
If you lose a harvester, sell the factory and build a new one. It's much quicker that way.

3. Try to defend river crossings.
If the enemy can be prevented from crossing, they cannot attack your main structures.

4. Use barriers as an inexpensive way to extend your base.
If you can, try and use structures like guard towers or turrets to defend your base, rather than units. They are easier to repair and equally as destructive as units. When you've built them, build several rows of barriers for defence as well. Your towers can fire over them, but enemy units have a harder time reaching you.

4. Don't harvest all the Tiberium.
As long as some is left, it will be able to regenerate.

Combat

1. Destroy or, at least, capture the enemy construction yard as soon as possible.
This prevents the enemy from rebuilding their base.



2. Mix your teams.
Use mini-gunners or grenadiers to provide maximum attack and defence. But make sure you keep flame-throwers away from friendly infantry – it's too easy to burn down your own units. Send one fairly

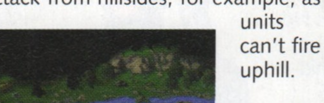


HOTLINE

01703 652222

strong unit to draw enemy fire, then while they're busy with them, use your other units to wipe out the defenders. Avoid attacking heavy equipment, such as harvesters, with infantry as that's a quick and sure fire way to lose units.

3. Use your terrain effectively.
Attack from hillsides, for example, as units can't fire uphill.





4. When an enemy's base does not have mechanised units, build lots of mini-gunners.
These teams will be able to annihilate the base and they cost next to nothing.

5. Use engineers to overtake enemy structures.
This allows you to build some of the enemy's units for your own use or to sell them for money.

6. Use the Force move with heavy units.
It always takes less time to demolish them than constantly shooting at enemy units.

7. Hammer the power plants.
Slowing down the speed with which the enemy can build units and structures will give you a distinct advantage.



Commando missions

1. Go slowly and avoid enemy units as much as possible.
Use the cursor to find enemy units hidden behind trees. As the cursor passes over the enemy it will turn into four flashing red arrows, even though you can't see the enemy on screen yourself.

2. When demolishing enemy buildings, run as far away as possible before the structure explodes.
You don't want to get caught up in carnage, and you'll also be out of firing range from the enemies that appear when the structure is abandoned.

3. Try to lure an enemy unit into a remote area before blowing it to bits.
Wiping out an area occupied with other enemy units will alert them to your presence. Which is a bad thing. When you're given a mission that requires you to enter a base, look for more than one entrance, some are less heavily guarded than others. Once you've destroyed *all* the SAM sites the transport helicopters will appear.

COMMON QUESTIONS

Q How do I control which structure the units will come out of?

A You need to place the cursor on the building one you want troops to come out of and press A until the word 'primary' appears.



Q For some reason the game won't let me build more units – why, that, then?

A The maximum number of units that can be built in a playing area – that's player and enemy units – is 150.

Q Help! My infantry are losing health, but there's nobody shooting at them!

A Infantry can't stand on Tiberium (the green crystals). It's poisonous and saps their health.



WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor (which is what we like to call ourselves), they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm. So, please, feel free to give us a call with your gaming problem.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready to jot down all the information.



Eight challenges to test the best.

GAME ON

As the lovely Shania Twain put it, "So, you've finished all your games? That don't impress me much". ***You*** **might be pleased as punch with your pile of completed N64 titles, but** ***we*** **want you to fling them back in your slot and submit to the mind-bending horror of our expert challenges.**

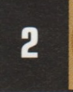
If last month's tasks were 'tricky', this month's are nigh-on impossible. Still, with practice, skill, sweat and tears, you should be able to tick the little gold box underneath every one of this month's eight challenges. Go on – prove that you've got the moves *and* the touch.

Silicon Valley — *Can't get no sheep*

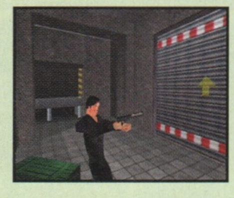
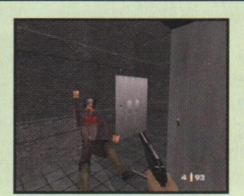




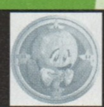
Silicon Valley's a great little game, which inexplicably found itself floundering at the bottom end of the chart. For those of you who did buy it, though, here's a frustrating little task. Head to the second level (Have a Nice Day) and use the dog to herd the sheep, *not* into the usual pen, but into the kennel on the other side of the map – it's the one with the dead mouse lying inside. The job's made doubly difficult by the rival pup on the other side of the water, and your fluffy friends' habit of leaping into the water at a moment's notice.

SHEEP  **4**  **2**   **1**

GoldenEye 007 — *Ammo juggler*

By now, you should be firing bullets into guards' faces with pleasing regularity, so why not test your fancy gunplay with our ammo-juggling challenge? Head for the box of grenades hidden in the first room of the Runway level, shoot it, then count the number of consecutive mid-air hits you make. The ultimate target of 15 requires a rifle and plenty of ammo (the magnum needs re-loading after six bullets), and use of R to avoid ejecting too many bullets at once. You might also find that dropping to your knees provides a better aiming stance.

HITS  **15**  **10**  **5**

Super Mario 64 — *Wonder Wall*





You'll need poise, sharp reflexes and the patience of a saint for this mightily tricky challenge. First, make your way over to where the blue coin block sits in Rainbow World's giant granite maze. Done that? Now, wall-kick your way up the column as you would normally, but keep performing consecutive kicks without falling down *or reaching the top*. You'll need to get a good rhythm going on the analogue, and slightly delay each press of A to prevent Mario climbing the column too quickly. Take care, too, that your frantic stick wiggling doesn't cause Mario to miss the wall and plunge to his death.

KICKS  **60**  **50**  **20**

F-Zero X — *Leap of faith*





The giant jump halfway through the Port Town course is one of *F-Zero*'s most exhilarating moments. We want you to try it in Practice mode, leaping as far as humanly possible – which means hitting every speed strip on the run-up, using your B-boost (you'll have the ability to do this on the first lap), and keeping away from other competitors and the trackside. Very tricky. As a reference point, use the light stretch of track which marks the end of the long left-hand turn – your medal depends on how much of this you manage to clear before touching down.

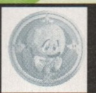
CLEARED (PERCENTAGE)  **90**  **50**  **25**

Yoshi's Story — Evasive manoeuvres





You've no doubt spent hours perfecting your fruit-collecting techniques, so we want you to scamper through Level 1-1, steering clear of everything you find. And we *mean* steering clear – you're forbidden from even touching any boxes, fruit, shy guys or bubbles. The only thing we'll let you come in contact with are the red exclamation balls, so you'll need to use Yoshi's cutesy fluttering action to carefully control his movement. See how many times you can arrive back at the start of the level without dying or nudging an object.

CIRCUITS  5  4  3

Lylat Wars — Tree end





Right at the end of Corneria, *Lylat Wars*' first level, a group of innocent-looking trees blast from their moorings and try to take you out. With our challenge, you can get your revenge by callously murdering their brothers. We count approximately one hundred trees lining Corneria's 'easy' route (don't save Falco or fly under the arches on the lake), but you'll need to use bombs and the laser lock-on to destroy them all. Save your bombs for the symmetrical rows of conifers, and the very last stretch of forest before the boss. We're relying on you to count your hits accurately, too.

TREES  100  80  60

Zelda — Target trouble





You can abandon Epona for this challenge – you're going to take on the Gerudo Target Range *without* your trusty steed. Don't bother paying the nice lady, as all we want you to do is score a bullseye on each target, and break open every wooden box with a rolling attack. It's best to take out the crates on the first run, then unsheath your bow on the way back. Keep stabbing A, as doing the roly-poly is faster than walking, and don't forget the two sets of rings and crates at each end of the target range.

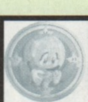
TIME (SECONDS)  75  80  90

South Park — King of the Castle





Here's an enjoyable variant on the usual swearsome *South Park* shenanigans. Choose the Splash Tower multiplayer course, turn the kill limit off and set the time limit to four minutes. All players have 30 seconds for weapon-collecting, before one participant is chosen as 'it' and banished to one of the towers. The chosen one scores one point for every kill, as the other three attempt to take control of the tower. See if you can win *and* rack up the big points – the key to success is collecting the meatier weapons before attacking the tower.

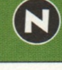
KILLS  15  10  5

Now it's your turn!

GAME ON

Do you have any weird ways of playing your favourite games? Perhaps you've discovered a cool area for acrobatics in *Mario 64*, an original new way to play *GoldenEye* deathmatches, or a few time challenges in *Zelda*. If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for gold, silver and bronze medals. We'll print the best ones right here, and you'll get a highly prized **N64** pin badge for your troubles. Not bad, hmm? Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW



I'M THE BEST

Fancy yourself as a bit of a gamer? Well show us your stuff, then...

The bulging box in the corner of the office could mean only one thing: it's time to update the I'm The Best leagues. And it seems all those new challenges have paid off – we've had absolutely loads of photos and videos this month and they're still coming in thick and fast. So, if you reckon you're a pretty nifty bug handler playing *Beetle Adventure Racing* or a plucky podracer in *Star Wars Episode 1*, send your times in to us. And remember, if you send photos, write your name, the course and the time on the back, and if you send a video, write all the info on a separate piece of paper. Good luck!

New League

WORLD DRIVER CHAMPIONSHIP*

We want your times for the following tracks:

- New Zealand A
- Hawaii A
- Rome B
- Sydney A
- Kyoto A
- Black Forest A

**Remember it's not out until 24th September*



STAR PERFORMANCE



Star Performance this month goes to Anthony Kay from Macclesfield in Cheshire. He sent in some exceedingly nippy *Wipeout 64* times and, as of this month, we'll be starting a *Wipeout* league – send in your times on the Rapier speed class for all of *Wipeout's* six levels. There's a joypad, kindly donated by Interact (01204 700139) in the post for Anthony and remember, if you've achieved a gaming feat worthy of our Star Performance accolade, send it in to us and you just might be a winner.

NEW HIGH SCORE!

In **N64**/31 we asked for your fastest times on *Episode 1: Racer's* Mon Gazza Speedway. We've had a huge response – after all the game has sold by the bucketload – but by far the fastest time was sent in by Robert Kilpatrick from Switzerland. He managed to complete one amazing lap of the course in just 15.615. Congratulations!

THIS MONTH'S TIME TO BEAT



To kick start our *Wipeout* league we'd like to see your times for Sokana – remember, that's on the Rapier speed class and only on UK PAL machines. Anthony holds the record at the moment with a speedy 0:36.2. Can you do better? The winner gets a joypad from Interact (01204 700139) and worldwide recognition and respect. Good luck!

F1 World Grand Prix

UK (PAL) TIMES ONLY (No secret cars)

SAN MARINO		
1	1'04"32	Christopher Gregory, *Nelson*
2	1'04"36	Jack McCarthy, *Dublin*
3	1'05"60	Kristoffer Thorbjornsen, *Fife*
4	1'05"90	Joachim Clauwers, *Belgium*
5	1'06"22	Anders Ringdal, *Norway*
SPAIN		
1	1'02"91	Christopher Gregory, *Nelson*
2	1'04"30	Jack McCarthy, *Dublin*
3	1'04"37	Joachim Clauwers, *Belgium*
4	1'05"78	Kristoffer Thorbjornsen, *Fife*
5	1'06"03	Anders Ringdal, *Norway*
CANADA		
1	0'55"93	Joachim Clauwers, *Belgium*
2	0'56"69	Jack McCarthy, *Dublin*
3	0'56"79	Anders Ringdal, *Norway*
4	0'58"33	Kristoffer Thorbjornsen, *Fife*
5	0'58"79	Christopher Gregory, *Nelson*
HUNGARY		
1	1'00"88	James Hegarty, *Belfast*
2	1'00"88	Joachim Clauwers, *Belgium*
3	1'02"04	Jack McCarthy, *Dublin*
4	1'02"44	Kristoffer Thorbjornsen, *Fife*
5	1'03"34	Anders Ringdal, *Norway*
BELGIUM		
1	1'22"08	Jack McCarthy, *Dublin*
2	1'22"80	Joachim Clauwers, *Belgium*
3	1'23"88	Anders Ringdal, *Norway*
4	1'24"66	Kristoffer Thorbjornsen, *Fife*
5	1'25"00	James Hegarty, *Belfast*
AUSTRIA		
1	0'53"29	Joachim Clauwers, *Belgium*
2	0'54"12	Jack McCarthy, *Dublin*
3	0'54"97	Anders Ringdal, *Norway*
4	0'55"49	Kristoffer Thorbjornsen, *Fife*
5	0'55"68	James Hegarty, *Belfast*

Rogue Squadron



AMBUSH AT MOS EISLEY

1	0:38	Martin Critchley, *Doncaster*
2	0:45	Brendan Edge, *Nottingham*
3	0:53	Richard Dunn, *Lincolnshire*
4	0:55	Andrew Harvey, *Reading*
5	0:56	Jan-Erik Spangberg, *Sweden*

LIBERATION OF GERRARD V

1	4:04	Jan-Erik Spangberg, *Sweden*
2	4:05	Richard Dunn, *Lincolnshire*
3	4:14	Philip Ward, *Portsmouth*
4	4:20	Simon Duroe, *Wales*
5	4:20	Martin Critchley, *Doncaster*

SEARCH FOR THE NONNAH

1	3:31	Richard Dunn, *Lincolnshire*
2	3:33	Jan-Erik Spangberg, *Sweden*
3	3:38	Martin Critchley, *Doncaster*
4	3:46	Philip Ward, *Portsmouth*
5	5:36	Andrew Harvey, *Reading*

BATTLE OF HOTH

1	2:49	Jan-Erik Spangberg, *Sweden*
2	2:58	Simon Duroe, *Wales*
3	3:08	Andrew Harvey, *Reading*
4	3:11	Morten Tronstad, *Norway*
5	3:11	Brendan Edge, *Nottingham*

RESCUE ON KESSELL

1	0:24	Jan-Erik Spangberg, *Sweden*
2	0:25	Danny Dunn, *Lincolnshire*
3	0:28	Morten Tronstad, *Norway*
4	0:30	Ryan Medlock, *Surrey*
5	0:35	Alex Henderson, *Bury St. Edmunds*

THE BATTLE OF CALAMARI

1	3:00	Richard Dunn, *Lincolnshire*
2	3:07	Jan-Erik Spangberg, *Sweden*
3	3:42	Morten Tronstad, *Norway*
4	3:46	Simon Duroe, *Wales*
5	3:51	Josh Bryson, *Cheltenham*

DEFECTION AT CORRELLIA

1	7.12	Simon Duroe, *Wales*
2	7.29	Jan-Erik Spangberg, *Sweden*
3	7:38	Andrew Harvey, *Reading*
4	7:43	Brendan Edge, *Nottingham*
5	8:15	Philip Ward, *Portsmouth*

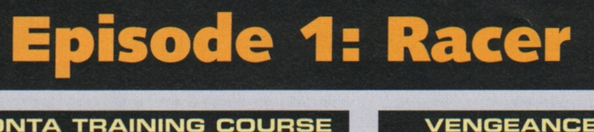
BATTLE ABOVE TALORAAN

1	2:02	Danny Dunn, *Lincolnshire*
2	2:24	Jan-Erik Spangberg, *Sweden*
3	3:06	Brendan Edge, *Nottingham*
4	3:45	Philip Ward, *Portsmouth*
5	0:00	*We're waiting for times!*

DEATH STAR TRENCH RUN

1	1:54	Richard Dunn, *Lincolnshire*
2	1:56	Jan-Erik Spangberg, *Sweden*
3	1:58	Philip Ward, *Portsmouth*
4	1:58	Chris Fennelly, *London*
5	1:58	Simon Duroe, *Wales*

Episode 1: Racer



BOONTA TRAINING COURSE

1	0:38.612	Andrew Harvey, *Reading*
2	0:39.675	Lyle Kelly, *Hampshire*
3	0:39:746	Adam & Ryan Carr, *Devizes*

MON GAZZA SPEEDWAY

1	0:15.615	Robert Kilpatrick, *Switzerland*
2	0:17.127	Andrew Harvey, *Reading*
3	0:39:746	Adam & Ryan Carr, *Devizes*

BEEDO'S WILD RIDE

1	1:17.264	Lyle Kelly, *Hampshire*
2	1:27:930	Steven Domoney, *Sherbourne*
3	1:48.426	Blaine Murphy, *Co. Galway*

MALASTARE 100

1	0:45.454	Lyle Kelly, *Hampshire*
2	0:47.086	Andrew Harvey, *Reading*
3	0:57:867	Steven Domoney, *Sherbourne*

VENGEANCE

1	1:15.107	Andrew Harvey, *Reading*
2	1:17.220	Lyle Kelly, *Hampshire*
3	1:58.221	Blaine Murphy, *Co. Galway*

SCRAPPERS RUN

1	0:45.454	Lyle Kelly, *Hampshire*
2	0:46.049	Andrew Harvey, *Reading*
3	0:55:340	Adam & Ryan Carr, *Devizes*

ANDO PRIME CENTRUM

1	1:08.304	Andrew Harvey, *Reading*
2	1:13:333	Adam & Ryan Carr, *Devizes*
3	1:17.224	Lyle Kelly, *Hampshire*

EXECUTIONER

1	1:35.436	Lyle Kelly, *Hampshire*
2	1:35.971	Andrew Harvey, *Reading*

Diddy Kong Racing



UK (PAL) TIMES ONLY

EVERFROST PEAK

1	1'34"40	Andrew Harvey, *Reading*
2	1'36"80	Peter Tweedie, *Woking*
3	1'36"93	Adam Tucker, *Norfolk*
4	1'37"40	Andrew Harvey, *Reading*
5	1'39"15	David Sanderson, *Worcester*

FROSTY VILLAGE

1	1'20"60	Richard Dunn, *Lincolnshire*
2	1'25"51	Adam Tucker, *Norfolk*
3	1'27"56	Andrew Harvey, *Reading*
4	1'29"51	Peter Tweedie, *Woking*
5	1'35"03	David Sanderson, *Worcester*

WHALE BAY

1	0'56"75	Adam Tucker, *Norfolk*
2	0'57"46	Morten Tronstad, *Norway*
3	0'59"43	Danny Dunn, *Lincolnshire*
4	1'02"85	Andrew Harvey, *Reading*
5	1'04"66	Colin Sales, *Bishopton*

PIRATE LAGOON

1	1'06"11	Morten Tronstad, *Norway*
2	1'13"33	Adam Tucker, *Norfolk*
3	1'13"33	Andrew Harvey, *Reading*
4	1'17"25	Colin Sales, *Bishopton*
5	1'19"93	Anthony Kay, *Macclesfield*

TREASURE CAVES

1	0'49"06	Richard Dunn, *Lincolnshire*
2	0'49"76	Adam Tucker, *Norfolk*
3	0'50"53	Andrew Harvey, *Reading*
4	0'53"26	Peter Tweedie, *Woking*
5	0'54"50	Anthony Kay, *Macclesfield*

BOULDER CANYON

1	1'33"26	Morten Tronstad, *Norway*
2	1'33"81	Danny Dunn, *Lincolnshire*
3	1'43"26	Andrew Harvey, *Reading*
4	1'46"40	Colin Sales, *Bishopton*
5	1'48"13	David Sanderson, *Worcester*

HAUNTED WOODS

1	0'55"75	Adam Tucker, *Norfolk*
2	0'55"86	Richard Dunn, *Lincolnshire*
3	0'57"90	Andrew Harvey, *Reading*
4	1'00"06	David Sanderson, *Worcester*
5	1'01"31	Peter Tweedie, *Woking*

STAR CITY

1	1'29"53	Adam Tucker, *Norfolk*
2	1'30"90	Richard Dunn, *Lincolnshire*
3	1'31"93	Morten Tronstad, *Norway*
4	1'40"75	Andrew Harvey, *Reading*
5	1'41"31	Peter Tweedie, *Woking*

SPACEPORT ALPHA

1	1'53"51	Adam Tucker, *Norfolk*
2	1'54"16	David Sanderson, *Worcester*
3	1'54"81	Andrew Harvey, *Reading*
4	2'01"86	Brendan Edge, *Nottingham*
5	2'01"50	Colin Sales, *Bishopton*

GO! GO!

F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
2	1'16"917	David Van Moer, *Belgium*
3	1'17"007	Morten Tronstad, *Norway*
4	1'17"686	Steve Woolley, *Norfolk*
5	1'17"741	Sam Fenwick, *Leighton Buzzard*

BIG BLUE

1	1'22"403	Gary Carney, *Newcastle-upon-Tyne*
2	1'32"502	David Van Moer, *Belgium*
3	1'43"249	Adam Tucker, *Norfolk*
4	1'33"345	Morten Tronstad, *Norway*
5	1'33"785	Sam Fenwick, *Leighton Buzzard*

SECTOR ALPHA

1	1'24"830	David Van Moer, *Belgium*
2	1'24"888	Victor Hacon, *Norfolk*
3	1'25"571	Morten Tronstad, *Norway*
4	1'25"618	Gary Carney, *Newcastle-upon-Tyne*
5	1'25"990	Sam Fenwick, *Leighton Buzzard*

DEVIL'S FOREST 2

1	1'16"218	Hedley Gabriel, *Essex*
2	1'21"038	Adam Tucker, *Norfolk*
3	1'22"152	D. D. Ramone, *Carlisle*
4	1'22"591	Sam Fenwick, *Leighton Buzzard*
5	1'22"960	Gary Carney, *Newcastle-upon-Tyne*

FIRE FIELD

1	1'15"183	D. D. Ramone, *Carlisle*
2	1'19"908	David Van Moer, *Belgium*
3	1'20"118	Gary Carney, *Newcastle-upon-Tyne*
4	1'22"251	Hedley Gabriel, *Essex*
5	1'22"745	Sam Fenwick, *Leighton Buzzard*

RED CANYON 2

1	1'35"555	D. D. Ramone, *Carlisle*
2	1'38"328	Gary Carney, *Newcastle-upon-Tyne*
3	1'40"773	Morten Tronstad, *Norway*
4	1'42"658	Steve Woolley, *Norfolk*
5	1'43"679	David Van Moer, *Belgium*

SPACE PLANT

1	2'02"173	D. D. Ramone, *Carlisle*
2	2'05"109	Sam Fenwick, *Leighton Buzzard*
3	2'05"581	Alan Bell, *Milford Haven*
4	2'06"482	Gary Carney, *Newcastle-upon-Tyne*
5	2'06"514	David Van Moer, *Belgium*

PORT TOWN 2

1	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
2	1'54"190	Adam Tucker, *Norfolk*
3	1'54"461	David Van Moer, *Belgium*
4	1'54"676	D. D. Ramone, *Carlisle*
5	1'56"959	Morten Tronstad, *Norway*

SAND OCEAN 2

1	1'38"635	D. D. Ramone, *Carlisle*
2	1'39"011	Gary Carney, *Newcastle-upon-Tyne*
3	1'39"191	David Van Moer, *Belgium*
4	1'39"894	Steve Woolley, *Norfolk*
5	1'44"560	Sam Fenwick, *Leighton Buzzard*

Turok 2: Seeds Of Evil

LEVEL 1:

PORT OF ADIA

1	0:14:51	Richard Dunn, *Lincolnshire*
2	0:15:03	D. D. Ramone, *Carlisle*
3	0:16:21	Andy Gair, *Stafford*
4	0:16:45	Sam Fenwick, *Leighton Buzzard*
5	0:16:45	Joachim Clauwers, *Belgium*
6	0:16:46	Ian Will Jessop, *Winchester*
7	0:17:43	Anders Ringdal, *Norway*
8	0:18:47	Jan Clauwers, *Belgium*
9	0:19:50	James Hegarty, *Belfast*
10	0:19:54	Jan-Erik Spangberg, *Sweden*
11	0:21:41	Stÿn Donders, *Holland*
12	0:22:49	Graham Underwood, *Cumbria*
13	0:22:50	Alex Newman, *Kent*
14	0:27:06	Matt Knutton, *Birmingham*
15	0:27:30	Stephen McMahon, *Newry*
16	0:27:35	Ross Anderson, *Peterborough*
17	0:27:42	Chris Fennelly, *London*
18	0:30:38	Paul Murray, *Switzerland*
19	0:31:26	Donald Shaw, *Livingston*
20	0:35:34	Kevin Seeney, *Suffolk*

Beetle Adventure Racing

COVENTRY COVE

1	4'44"28	Matthew Leach, *Cheshire*
2	4'52"94	Osman Sharif, *Oxford*
3	4'53"35	Daniel Girling, *Bromley*
4	5'06"46	Ben Biddiscombe, *Swindon*
5	5'07"83	Simon Jeffree, *Northampton*

MOUNT MAYHEM

1	4'48"42	Matthew Leach, *Cheshire*
2	4'53"81	Osman Sharif, *Oxford*
3	5'05"99	Daniel Girling, *Bromley*
4	5'24"31	Simon Jeffree, *Northampton*
5	5'27"95	David Sanderson, *Worcester*

SUNSET SANDS

1	5'25"73	James Robinson, *Cheshire*
2	5'43"41	Simon Jeffree, *Northampton*
3	5'59"62	Osman Sharif, *Oxford*
4	6'20"53	Daniel Girling, *Bromley*
5	6'55"35	David Sanderson, *Worcester*

INFERNO ISLE

1	6'45"33	Osman Sharif, *Oxford*
2	7'04"99	James Robinson, *Cheshire*
3	7'15"90	Daniel Girling, *Bromley*
4	7'55"31	Simon Jeffree, *Northampton*
5	7'56"28	Ben Biddiscombe, *Swindon*

METRO MADNESS

1	5'49"03	Ross Anderson, *Peterborough*
2	5'50"49	James Robinson, *Cheshire*
3	6'03"25	Osman Sharif, *Oxford*
4	6'44"05	Ben Biddiscombe, *Swindon*
5	6'46"08	Daniel Girling, *Bromley*

WICKED WOODS

1	4'05"93	Osman Sharif, *Oxford*
2	4'31"72	James Robinson, *Cheshire*
3	4'43"81	Ben Biddiscombe, *Swindon*
4	4'47"75	Daniel Girling, *Bromley*
5	5'02"27	Simon Jeffree, *Northampton*

Wipeout 64

KLIES BRIDGE

1	0:21.0	Ian Ellis, *Wrexham*
2	0:21.4	Anthony Kay, *Macclesfield*

QORON IV

1	0:32.4	Anthony Kay, *Macclesfield*
2	0:34.7	Ian Ellis, *Wrexham*

SOKANA

1	0:36.2	Anthony Kay, *Macclesfield*
2	0:46.0	Ian Ellis, *Wrexham*

DYRONESS

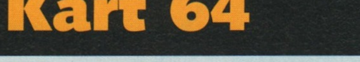
1	0:24.6	Anthony Kay, *Macclesfield*
2	0:27.4	Ian Ellis, *Wrexham*

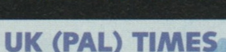
MACHAON II

1	0:38.2	Anthony Kay, *Macclesfield*
2	0:43.9	Ian Ellis, *Wrexham*

TERAFUMOS

1	0:32.5	Anthony Kay, *Macclesfield*
2	0:36.5	Ian Ellis, *Wrexham*


Mario Kart 64


UK (PAL) TIMES

MOO MOO FARM		
1	1'34"16	Andrew Hannath, *Swindon*
2	1'35"74	Ian Gore, *Somerset*
3	1'35"98	Colin Sales, *Bishopton*
4	1'36"00	Chris Buchanan, *Worcester*
5	1'37"18	Richard Walklate, *Southampton*

KALIMARI DESERT		
1	2'14"01	Andrew Hannath, *Swindon*
2	2'15"25	Colin Sales, *Bishopton*
3	2'17"46	Ian Gore, *Somerset*
4	2'19"46	Raymond Wegman, *Holland*
5	2'20"38	Richard Walklate, *Southampton*

TOAD'S TURNPIKE		
1	3'10"64	Ian Gore, *Somerset*
2	3'11"42	Chris Buchanan, *Worcester*
3	3'13"51	Raymond Wegman, *Holland*
4	3'14"18	Richard Walklate, *Southampton*
5	3'16"28	David Grice, *West Bromwich*

CHOCO MOUNTAIN		
1	2'06"30	Colin Sales, *Bishopton*
2	2'06"35	Ian Gore, *Somerset*
3	2'07"96	Richard Walklate, *Southampton*
4	2'08"64	Chris Buchanan, *Worcester*
5	2'11"88	Lorne Tietjen, *Woking*

WARIO STADIUM		
1	2'40"57	Gary Carney, *Newcastle Upon Tyne*
2	2'43"98	David Grice, *West Bromwich*
3	2'44"82	Marc Bruton, *Galway*
4	2'46"78	Hitesh Parekh, *West Bromwich*
5	3'27"53	Ian Gore, *Somerset*

SHERBET LAND		
1	2'09"67	Chris Buchanan, *Worcester*
2	2'11"53	Raymond Wegman, *Holland*
3	2'12"53	Ian Gore, *Somerset*
4	2'15"32	Richard Walklate, *Southampton*
5	2'15"53	Marc Bruton, *Galway*

D.K.'S JUNGLE PARKWAY		
1	2'33"39	Gary Carney, *Newcastle Upon Tyne*
2	2'33"78	Chris Buchanan, *Worcester*
3	2'41"98	Marc Bruton, *Galway*
4	2'47"17	Hitesh Parekh, *West Bromwich*
5	2'49"42	James Hegarty, *Belfast*

YOSHI'S VALLEY		
1	2'08"60	Richard Walklate, *Southampton*
2	2'09"82	David Grice, *West Bromwich*
3	2'11"55	Kristoffer Thorbjornsen, *Fife*
4	2'11"95	Lorne Tietjen, *Woking*
5	2'12"34	Ian Gore, *Somerset*

RAINBOW ROAD		
1	4'54"84	Richard Walklate, *Southampton*
2	5'05"77	Jenna Blackman, *Bognor Regis*
3	5'09"33	David Grice, *West Bromwich*
4	5'16"56	Hitesh Parekh, *West Bromwich*
5	7'32"94	Kristoffer Thorbjornsen, *Fife*

V-Rally '99

ARCADE 1		
1	14'29"52	Dafydd Evans, *Denbigh*
2	14'30"00	James Hegarty, *Belfast*
3	14'37"56	Jonothan McIlvaney, *Washington*
4	14'39"32	Tom William, *Nottingham*
5	14'52"80	Joachim Clauwers, *Belgium*

ARCADE 2		
1	20'40"12	Jan-Erik Spangberg, *Sweden*
2	22'07"12	Joachim Clauwers, *Belfast*
3	22'38"92	James Hegarty, *Belgium*
4	22'47"60	Daniel Hughes, *Billericay*
5	23'14"26	Dafydd Evans, *Denbigh*

ARCADE 3		
1	26'48"96	Dafydd Evans, *Denbigh*
2	27'21"84	Daniel Hughes, *Billericay*
3	27'46"16	James Hegarty, *Belgium*
4	28'04"72	Stuart Masterton, *Milton Keynes*
5	28'38"64	Joachim Clauwers, *Belfast*

Mario Party

Flight Time		
1	0'09"96	Kevin Moss, *Wolverhampton*
2	0'09"76	Matthew Sexton, *Bedford*
3	0'09"76	Gavin Eggar, *Staffs*
4	0'09"60	Alex Parsons, *Oldbury*
5	0'09"68	Simon Thrussell, *Reading*
6	0'09"48	Ron Klijn, *The Netherlands*
7	0'09"48	Tom Maidment, *Kent*
8	0'09"48	Matthew Gregory, *Chesterfield*
9	0'09"44	Alex Deas, *Scotland*
10	0'09"36	Philip Evans, *Manchester*

No. of Spins		
1	61	Robert Iveson, *Leeds*
2	59	Kevin Moss, *Wolverhampton*
3	58	Matthew Sexton, *Bedford*
4	58	Gavin Eggar, *Staffs*
5	58	Simon Thrussell, *Reading*
6	57	Alex Parsons, *Oldbury*
7	56	Ron Klijn, *The Netherlands*
8	56	Philip Evans, *Manchester*
9	56	Tom Maidment, *Kent*
10	56	Matthew Gregory, *Chesterfield*

Slot car derby 1		
1	0'23"16	Robert Iveson, *Leeds*
2	0'24"93	Matthew Sexton, *Bedford*
3	0'24"94	Arne Eilers, *London*
4	0'25"00	Ewan McLaughlin, *Tyne & Wear*
5	0'25"03	Mervyn Wan, *Surrey*

Slot car derby 2		
1	0'30"46	Robert Iveson, *Leeds*
2	0'33"66	Arne Eilers, *London*
3	0'33"66	Mervyn Wan, *Surrey*
4	0'33"73	Ewan McLaughlin, *Tyne & Wear*
5	0'33"80	Matthew Sexton, *Bedford*

Bumper Ball Maze 1		
1	0'32"40	Ruben Larsen, *Norway*
2	0'33"80	Matthew Sexton, *Bedford*
3	0'35"16	Daniel Syversen, *Norway*

Bumper Ball Maze 2		
1	0'30"84	Ruben Larsen, *Norway*
2	0'33"56	Matthew Sexton, *Bedford*
3	0'36"72	Daniel Syversen, *Norway*

Bumper Ball Maze 3		
1	0'37"96	Ruben Larsen, *Norway*
2	0'39"60	Matthew Sexton, *Bedford*
3	0'41"68	Daniel Syversen, *Norway*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.



the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the all-new Platinum list.
- You can enter whichever challenges you like – it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. It's up to you. If you've made it into the Bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver, Gold and Platinum leagues will be published in each future edition of **N64** Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

We have updated Skill Club 64 over the last couple of months, and it's certainly worked. We've had lots of interest in the new challenges (*Rogue Squadron, Star Wars Episode 1: Racer, FIFA '99* and *F1 WGP*) and some gamers have even managed to reach the heady heights of the All New Platinum League. Well done people. Well done indeed.

To get into the Platinum League you have to complete a *massive* 14 challenges, but keep those entry forms coming in for all the other leagues. And remember the existing rules still apply for the Gold (complete ten challenges), Silver (complete seven challenges) and Bronze (complete just three challenges) leagues.

So, what about the prizes, then? Well, once you've provided the proof of your achievement into the Platinum league we will send you one of our exclusive **N64** Magazine T-Shirts (only 100 in existence!), as well as an **N64** pin badge and the all-new Platinum certificate. If you're coming straight from Silver to Platinum, you'll also receive a fantastic Manta Ray pad from those kind people at Nugen (01992 706407). You'll also get one if you become a member of the Gold club.

This is a big challenge, so, best of British luck!

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

skill club 64 ENTRY FORM

Hello there, I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club 64 league. I include proof of my achievements in:

	A Super Mario 64		K Yoshi's Story
	B DKR		L Banjo-Kazooie
	C Lylat Wars		M 1080°
	D GoldenEye 007		N F-Zero X
	E ISS64		O Zelda
	F Mario Kart 64		P Turok 2
	G Pilotwings 64		Q Rogue Squadron
	H Turok		R F1 World GP
	I Blast Corps		S FIFA '99
	J Wave Race 64		T Star Wars: Racer

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with that magic 120 (stars) in the top right corner.
Helpful tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. And DGG + No. 4.



challenge B — Diddy Kong Racing



What you must do: Finish the game in Mirror mode.
Proof: We need a picture of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in **N64**/10, and our guides in **N64**/11 and 12. Also, don't forget the DGG + with issue 11.



challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more. If you can.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: **N64**/8's free poster and the DGG + No. 2.

challenge D — GoldenEye 007



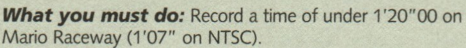
What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine that came with **N64**/9, tips in **N64**/10 and 12 and the Double Game Guide + on the front of **N64**/12.

challenge E — ISS64





What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in **N64**/4 and 14.



challenge F — Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R). Manage that can you?
Helpful tips: Review in **N64**/4, tips in **N64**/5. DGG + No. 2.



challenge G — Pilotwings





What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in **N64**/6 and tips in the Double Game Guide + on the front of **N64**/19.





challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible – important, that bit.
Helpful tips: None available.

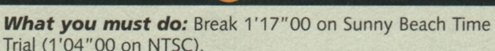


challenge I — Blast Corps





What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in **N64**/8 and the Double Game Guide + on the front of **N64**/16.



challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: There's tips in **N64**/2 and the DGG + on the front of **N64**/14.

challenge K — Yoshi's Story



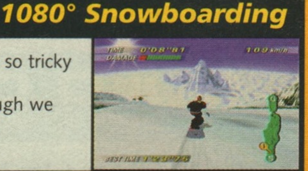
What you must do: Score more than 34,848 in the main section of the game.
Proof: A picture of the game's final score screen at the end.
Helpful tips: The tips in **N64**/16 and the Double Game Guide + on the front of **N64**/9 should prove very handy.

challenge L — Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful tips: A huge guide in **N64**/19 and DGG + No. 9.

challenge M — 1080° Snowboarding



What you must do: Score over 80,000 in the ever so tricky Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: **N64**/22's Double Game Guide +.

challenge N — F-Zero X



What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in **N64**/24's DGG +.

challenge O — Zelda



What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in **N64**/26 will tell you everything you need to know.

challenge P — Turok 2



What you must do: Finish the first level in under 40 minutes. Go on, give it a go.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very tough. Plenty of tips in **N64**/24.

challenge Q — Rogue Squadron





What you must do: Clock up 30 kills (and a Gold medal) on Death Star Trench Run. If you haven't reached it, type in DEADDACK as a password to open up all the levels.
Proof: A picture of the end-of-level medal screen.
Helpful tips: **N64**/27's guide, or **N64**/31's DGG +.

challenge R — F1 World Grand Prix



What you must do: Be the champion at the end of a whole season, that's 17 races, on simulation mode. This will take time.
Proof: A picture of the awards screen when you've won.
Helpful tips: Check out the course maps and tips in the Double Game Guide + on the front of **N64**/22.

challenge S — FIFA 99



What you must do: Take Southampton to the Premier League Championship on the hardest difficulty setting.
Proof: A video of the full time results menu, and the subsequent awarding of the League Championship
Helpful tips: Check out our guide in **N64**/28.

challenge T — Star Wars Episode 1: Racer



What you must do: Complete Sunken City and Scrapper's Run on the Semi-pro Podracing Circuit clocking up times of 6'46"450 and 2'45"762 respectively.
Proof: Proof of the lap time screen on completion of the race.
Helpful tips: Look at the tips in **N64**/31 and **N64**/32.

GO! GO!

PLATINUM Club

complete 14 challenges

- **Christopher Davies,** *Croydon*
- **Andrew Mills,** *Londonderry*
- **David Nicol,** *Cambridge*
- **Richard Davies,** *Rotherham*
- **Stephen Adams,** *Dundee*
- **Graham Underwood,** *Cumbria*
- **Andrew McGrae,** *Southport*

WE'RE WAITING FOR YOUR EVIDENCE! YOUR NAME COULD BE HERE NEXT MONTH!

GOLD Club

complete 10 challenges

- Kelly Humphreys, *Marlow*
- Graham Underwood, *Cumbria*
- Gregor Richards, *Dorking*
- Stuart Richards, *Dorking*
- Stephen McMahon, *Co. Down*
- John Kostons, *Nederland*
- Piet dem Dulk, *Holland*
- Paul Isaia, *Southampton*
- Robert Gallagher, *Eastleigh*
- Ingvar S. Arnorson, *Iceland*
- David Sharp, *Clackmannanshire*
- Shane Roberts, *Spalding*
- Andrew Mills, *Londonderry*
- Mark Currid, *Ireland*
- David Nicol, *Cambridge*
- David Keane, *Sandwich*
- David Crowther, *Kent*
- Daniel Syversen, *Norway*
- Stelios & Orestis Giaremelos *Greece*
- Michael J.K Bevan, *New Zealand*
- Chris Smith, *Tyne & Wear*
- Kostas A. Mitzithras, *Greece*
- Richard Ford, *London*
- Phill Young, *Northallerton*
- Michael Mawdsley, *Southport*
- Scott Brown, *Stocksfield*
- Daniel McCann, *Glasgow*
- Afong Toh, *The Netherlands*
- Brett Slader, *Australia*
- Gary Thomson, *Mid Lothian*
- Nick & Chris Robinson, *West Sussex*
- Greg Duncan, *Glasgow*
- Alan Dundas, *Angus*
- Jeremy Hammett, *Woking*
- Tom Spurrier, *Southampton*
- Mark Reilly, *Glasgow*
- Antonio Vites Carmora, *Spain*
- Chris Partridge, *East Sussex*
- Jesús Ramos Membrive, *Spain*
- Chris Ross, *Angus*
- Ross Duncan, *Nairn*
- Joshua Takaoka, *Newbury*
- Paul Northend, *Middlesborough*
- Bill McCoist, *Fareham*
- Ross McKinstray, *Arbroath*
- Tom Magee, *Catterick*
- Peter Tweedie, *Woking*
- Andrew Harvey, *Twyford*
- Daniel Carlsson, *Sweeden*
- Chris & Kevin Fennelly, *London*
- Gregory Kuzdenyi, *Ealing*
- Kenton Knop, *America*
- Michael Cunningham, *Australia*
- Alex Deas, *Scotland*
- Davy James, *Powys*
- Lawson Gavin, *Co. Offacy*
- Matthew Weston, *Nottingham*
- Gearoid Reidy, *Co. Offaly*
- Christopher McCabe, *County Down*
- Robert Clark, *Kent*
- Dee Dee Ramone, *Cumbria*
- Steve Keenan, *Norfolk*
- Daniel Lorenz, *Oxon*
- Chris Richmond, *Australia*
- Chris Gray, *Fife*
- Martin Rosinski, *London*
- James Hegarty, *Belfast*
- Jamie Hobbs, *Norfolk*
- Nick Haynes, *Orpington*
- Colin Taylor, *Barnet*
- Mariusz Panczar, *Poland*
- Morten Tronstad, *Norway*
- David Smart, *Glasgow*
- Aidan Murray, *Co. Cork*
- Gavin Bolder, *Kent*
- Aaron Clack, *Kent*
- Aidan Murray, *Co. Cork*
- Martin Flynn, *Kent*
- Griffin Leadebrand, *Australia*
- Ryan McIlvenna, *Antrim*
- Steven Ward, *Hawes*
- Kevin Sutton, *Tipperary*

SILVER Club

complete 7 challenges

NAME	COMPLETED
Shaun Bell, *Trowbridge*	A,B,D,E,G,H,I
Kurt Peter Radford, *Rotherham*	A,B,D,E,F,I,J
Richard Davies, *Rotherham*	A,B,D,E,F,I,J
Philip Foster, *Havant*	A,B,D,E,F,G,I
Derek Topper, *Bristol*	A,C,E,F,G,H,I
Chris Scearce, *Reading*	A,B,C,D,F,G,I
Arthur Van Dalen, *The Netherlands*	A,B,D,F,G,H,I
Ciaran McDermott, *Ireland*	A,B,C,D,E,F,H
Rony Costa, *Middlesex*	A,B,C,D,E,I,J
Andrew Castiglione, *Bristol*	A,B,D,E,F,H,I
Jon Olav Larsen, *Norway*	A,B,C,D,E,F,G
Mario Sioutis, *Greece*	A,C,D,E,F,G,H
Andrew Rutherford, *Macclesfield*	A,B,C,D,F,G,I
Ben Campion, *Staffs*	A,B,C,D,F,H,I
Ben Cook, *Shoreham-By-Sea*	A,B,C,D,G,H,I
Chris Constable, *Devizes*	A,C,D,F,G,H,J
Craig Scotney, *Leighton Buzzard*	A,B,C,D,G,H,I
Dave Bloemer, *Holland*	A,B,C,D,F,G,K
The Terrible Twins, *Banbury*	A,B,C,E,F,H,I
Craig Silcocks, *Trowbridge*	A,B,C,D,E,F,J
Gard Mellemstrand, *Norway*	A,C,D,E,F,G,I
Andrew Taylor, *Cheshire*	A,B,C,D,F,H,I
James Cruickshank, *Clackmannanshire*	A,C,D,F,G,H,I
Tom Clarke, *Bucks*	A,B,C,D,F,I,K
Kevin Gilbert, *Upton*	A,B,D,G,H,J,K
Iain Dalby, *Tyne & Wear*	A,C,D,E,F,G,H
Brian Mulheran, *Tyne & Wear*	A,C,D,E,F,G,H
Dylan Foale, *Devon*	A,B,C,D,F,G,I
Robbie Klijn, *The Netherlands*	A,B,C,D,E,F,L
Stuart Derbyshire, *Bolton*	A,B,D,E,F,G,I
John Heelham, *Manchester*	A,B,D,G,H,I,K
Adam Denton, *Crewe*	A,B,D,F,G,H,I
Jeremy Scoble, *Plymouth*	A,C,D,E,G,H,I
Lewis Cave, *Loughborough*	A,B,D,E,F,I,N
Stephen Mansfield, *Derby*	A,B,C,D,E,J,M
Steven Said, *Australia*	A,B,E,F,G,I,M
Pedro Manacas & Rui Mota, *Portugal*	A,D,E,F,H,I,N
David Gamble, *Co. Antrim*	A,B,C,D,I,L,N
James Bundy, *Reading*	A,C,D,E,F,I,L
M. Mina, *Essex*	A,C,E,F,I,M,O
Luke Yeandle, *Abertillery*	A,B,C,D,E,G,P
Steven Ward, *Hawes*	A,B,D,E,H,O,P
Nils Menzler, *Germany*	A,B,C,E,I,N,O
Jimmi Aarela, *Finland*	A,B,D,E,F,I,P

NAME	COMPLETED
Geoffrey Maddocks, *Australia*	A,D,F,G,I,M,N
Christopher Grant, *Inverness*	B,C,F,H,I,L,M
Anthony Gruitt, *Sittingbourne*	A,B,C,D,F,G,M
M Hall, *Middlesex*	A,B,D,E,F,M,P
Pieter van den Brink, *The Netherlands*	A,B,G,H,I,K,L
Sam Thompson, *Aberystwyth*	C,D,I,M,N,O,P
Alex Underhill, *Wolverhampton*	A,C,F,J,L,M,O
David Littern, *Middlesex*	A,B,D,E,F,M,P
Steven Dalton, *Stockton-on-Tees*	A,B,D,E,G,H,I
Paolo De Luca, *Italy*	A,B,C,D,H,K,P
Reuben Barker, *East Sussex*	A,C,D,G,L,N,O
Andrew Cox, *Cornwall*	A,B,C,D,E,F,N
Ryan Bledsoe, *Knaresborough*	A,B,D,H,I,L,P
David Albon, *Herts*	A,C,D,E,F,M,N
Andrew Hannath, *Swindon*	A,B,C,D,F,G,H
Matthew Prior, *Norwich*	A,B,C,E,G,H,I
James Vallerine	A,E,F,G,I,M,O
Andrew Granville, *Bridgend*	A,B,D,G,I,M,O
Gary Cadley, *Newcastle-upon-Tyne*	A,C,D,F,L,N,O
Rod Bayliss, *Australia*	A,B,D,F,G,H,O
Alan West, *Suffolk*	A,B,D,E,F,O,P
Richard Kearney, *Wirral*	A,D,E,I,N,O,P
Turo Halinen, *Finland*	A,B,C,D,F,K,O
Paul Davies, *Conwy*	A,B,C,D,G,I,M,O
Kevin Loughlin, *Slough*	A,B,C,E,F,K,M,O
Alex McIver, *Edinburgh*	A,B,C,F,K,L,N,O
Martyn Bibby, *Cheshire*	A,B,D,E,F,G,H,I
Christopher Smith, *Surrey*	A,B,C,D,E,G,I,J
Chris Kerry, *Essex*	A,B,C,F,G,I,K,L
Matthew Weston, *Nottingham*	A,B,C,D,G,H,I,L
Torri Marco, *Switzerland*	A,B,C,D,E,L,M,N
Laurie Eggleston, *Kent*	A,B,C,D,F,G,J,M
Philipp Sokolean, *Switzerland*	A,B,D,E,H,I,L,M
James Hegarty, *Belfast*	A,B,F,G,H,J,N,P
Richard Whitham, *Poulton-le-Fylde*	A,B,C,D,F,G,L,O
Matthew Wilkins, *Wiltshire*	A,B,D,E,G,I,M,N
David Lonroy, *Lancastershire*	A,C,E,F,G,H,M,O
Richard Sutton, *Kent*	A,B,I,F,L,M,N,O
Phillip Renyard. *Ashford*	A,B,D,F,I,L,N,O
Ben Woodridge, *Whitby*	A,C,D,H,I,M,N,P
Matthew King, *Bromley*	A,B,C,D,E,F,G,I,J
Chris Gray, *Fife*	A,C,D,E,F,H,I,J,L
Kevin Seeney, *Bury St Edmunds*	A,B,C,D,I,L,M,O,P
Aaron Norris, *Australia*	A,B,C,D,E,F,G,H,I,K

BRONZE Club

complete 3 challenges

NAME	COMPLETED
Ben Stevens, *London*	A,E,F
James O'Sullivan, *Somerset*	A,B,D
Keith Tannahill, *Ayrshire*	A,D,J
Jamil Yahyaoui, *Belfast*	A,B,D
Michael Achilles, *Chingford*	A,D,I
Jan Dehm Neves, *Portugal*	A,E,G
Ben Wakefield, *Twickenham*	A,B,D
Omid Elliott, *Co. Tyrone*	A,B,C
Nick Syrad, *Reading*	A,D,F
Patrick Laakso, *Sweden*	A,B,D
David Gibson, *Fleet*	B,D,H
Mark Underwood, *Cumbria*	A,E,I
Daniel Longstaff, *Chigwell*	A,G,I
Vincent Coyne, *Galway*	A,E,F
Raoul Smids, *Belgium*	A,B,G
Chris O'Riordan, *Cornwall*	A,B,E
Sandy McKenzie, *Fife*	C,F,G
Norman Glover, *Cleveland*	A,B,F
Alex Johnson, *Sidcup*	A,C,D
Damian Unwin, *Southhampton*	B,C,D
Chris Hinkley, *Peckham*	A,B,F
Gordon Willmott, *Edinburgh*	A,D,K
Johan Brown, *Grantham*	A,B,D
Russell Higgins, *Shropshire*	A,G,I
Wajahat Ali, *Blackburn*	A,C,E
Adam Bull, *Leeds*	A,I,K
Tormod Krogh, *Norway*	A,C,F
Remko Veenstra, *Holland*	A,F,G
Moe Aboulkheir, *London*	A,D,J
Oliver Bolton, *Kent*	A,C,F
Elidir Jones, *Gwynedd*	A,B,F
Alan Hooper, *Weston-super-Mare*	A,D,E
Alexander Filipowski, *Warrington*	C,F,J
Wayne Parkes, *Cornwall*	A,B,D
Joel Porter, *London*	A,E,F
Floryn Cleverens, *The Netherlands*	A,C,G
Richard Holmes, *Derbyshire*	E,G,I
Alex Wood, *Ipswich*	A,B,D
Mike Hodzelmans, *Holland*	A,B,D
Michael Petch, *Doncaster*	A,B,I
Simon London, *Norwich*	A,B,C
Peter Campbell, *Belfast*	D,G,J
William Shutes, *Norwich*	A,B,F
Simon Lyddon, *Devon*	A,B,D
Steven Smith, *Essex*	B,D,F
Henry Rummins, *Ashford*	A,B,D
Edward Rummins, *Ashford*	A,B,D
Ryan Carson, *Devon*	A,C,F
Ashley Bennett, *Essex*	A,D,I
Thomas Vincett, *Weston-super-Mare*	A,D,F
Sarah Margle, *Ware*	A,B,I
Toni Ylaranta, *Finland*	A,G,I
Tom Badran, *Basingstoke*	A,C,G
John Hope, *Northampton*	A,F,I
Joshua Clarke, *Birmingham*	A,C,F
Matthew Harper, *Gloucester*	A,D,I
Christopher Green, *Reading*	A,D,F
Chris Knowles, *Cheshire*	A,B,D
Dennis Schuh, *Holland*	A,C,D
Niall Quigley, *Co. Tyrone*	A,B,H
Guy Burdge, *Somerset*	A,D,E
Brian Davidson, *Co. Tyrone*	A,B,D
Scott Butler, *Co. Armagh*	A,C,G
Andrew Phillips, *London*	A,D,J
Alastair Edwards, *London*	A,D,J
Paul Shinn, *Deptford*	A,I,K
Oliver Carson, *Devon*	A,C,D
Christopher Balzan, *Kent*	A,D,F
John Davies, *Staffordshire*	A,D,F
Steven Mai, *Staffordshire*	A,C,D
Daniel Green, *Thornton*	A,C,D
Ben Dawson, *Sheffield*	C,D,J
Richard Best, *Dundee*	A,B,E
Marc Edgeworth, *Gloucester*	A,F,G
Chris Pitchell, *Bristol*	A,B,I
Harrison Bolt, *Surrey*	A,B,F
James Arnold, *Australia*	A,B,C
Alun Thomas, *Haverfordwest*	A,F,J
Mark Aquilina, *Malta*	A,B,I
Gokhan Kurt, *London*	C,H,I
Raymond Wan, *Cheshire*	A,B,D
John Stackhouse, *Walsall*	A,B,D
Lee Fletcher, *Halifax*	A,D,I
Myles Giles, *Huddersfield*	A,D,I
James McKeown, *Ayr*	B,D,I
Nader Kohbodi, *Anglesey*	A,D,E
Christopher Thompson, *Co. Antrim*	A,D,E

NAME	COMPLETED
Plemis Luijnenburg, *Holland*	A,I,J
Chris Tate, *Tyne & Wear*	A,G,I
Manolis Kalaitzake, *Cork*	A,D,E
Neil Keery, *Co. Down*	A,B,E
Peter Bowden, *Manchester*	A,B,F
Craig Thomas, *South Wales*	A,G,H
David Heath, *East Sussex*	A,D,E
Kari Bogdanoff, *Finland*	A,G,J
Donique Visser, *Holland*	A,B,K
Jimi McGuinty, *Cheshire*	C,D,E
Mark Anthony Say, *Cleveland*	A,D,E
Daniel Green, *Cleveleys*	A,C,D
Lochlan McBride, *Australia*	A,D,F
Gavin Major, *Worcestershire*	A,B,D
Michael Lam, *Southport*	A,B,I
Andrew Gray, *Oban*	A,C,D
Andrew Robinson, *Darlington*	A,B,C
Kristof Villers, *Belgium*	A,D,F
Paul Mann, *Evesham*	A,B,D
Edward Lunn, *West Sussex*	A,B,C
Frederic Azais, *Canada*	A,B,D
David Conroy, *Accrington*	C,E,F
Robert Moore, *Co. Cork*	A,C,E
Emil Tanem, *Norway*	A,B,D
Michael Elderfield, *Canterbury*	A,D,F
Tjing Lam, *Netherlands*	A,E,F
Lesley Hodges, *Switzerland*	A,B,I
Tom Hill, *Wickford*	A,B,F
Mart V. D. Ven, *Holland*	A,C,I
David Conroy, *Lancaster*	A,B,C
John Addis, *Marlow*	A,B,D
Victor Supica, *Australia*	A,B,K
Ben Duffield, *Great Yarmouth*	A,D,E
Rowan Sloan, *Orpington*	A,D,F
James Hulston, *Manchester*	A,D,H
Mike Barber, *Stoke-on-Trent*	A,C,D
Gary Townsend, *Norfolk*	A,B,D
Chris 'The Pyemaster' Madden	A,B,C
Joshua Kendall, *Australia*	B,C,D
Robert Eaton	A,B,G
Adam Holmes, *Birmingham*	C,D,E
James Steer, *Maidenhead*	A,D,F
Robert Beaver, *Manchester*	A,B,D
Carl Brennand, *Cumbria*	A,B,F
Henry Edmondson, *Preston*	A,B,H
Richard McCann, *Wirral*	A,C,D
Thomas Taylor, *London*	A,C,D
Simon Nash, *Watford*	B,D,H
Henryk B. Zaleskijr	A,B,L
John Lucas-Herald, *Edinburgh*	A,D,I
Michael Craze, *Chigwell*	A,C,D
Jostein Austvik Jacobsen, *Norway*	A,B,F
Daniel Aherne, *Manchester*	A,B,D
Mark Jackson, *Cumbria*	A,D,H
Paul Howling, *Suffolk*	A,D,M
Ricardo Perez, *Southport*	A,B,I
David Fisher, *Hull*	A,D,E
MD Lin, Crawley	D,E,H
Harris Tsalidis, *Greece*	A,C,D
Matthew Greig, *Angus*	A,E,H
Iestyn Roberts, *Caernarfon*	A,D,F
Bent Eigil Sumelius, *Norway*	A,D,I
Nick Fell, *Oxshott*	B,D,M
Christopher Poole, *Bristol*	A,B,M
David Sanderson, *Worcester*	B,G,M
Anthony Reynolds, *London*	A,F,M
Luke Wells, *Chester*	A,D,I
Tom White, *West Sussex*	A,J,M
Liam Allsworth, *Oxford*	H,I,L
Daniel Allsworth, *Oxford*	H,I,L
Seiji Lim, *South Croydon*	B,C,M
William King, *Bromsgrove*	A,E,F
David Kelsey, *London*	B,D,E
Sam Ranford, *Cornwall*	D,H,I
Richard Fong, *Bebington*	A,B,D
Andrew Fong, *Bebington*	A,B,D
Hedley Gabriel, *Essex*	A,B,D
Simon Johansson, *Sweden*	D,H,I
John Mellor, *Huddersfield*	A,G,H
Luke Sculley, *East Sussex*	A,B,M
Asim Haneef, *Croyden*	A,B,H
Jack Tappenden, *Kent*	A,B,M
Michael Betts, *Northampton*	A,B,M
Gregory Moore, *Radley*	D,M,O
Nicholas Crew, *Petersfield*	A,I,M
James Whitehurst, *Dorset*	C,D,F
Morville O'Driscoll, *Worcester*	A,D,O

NAME	COMPLETED
Aaron Woolridge, *Monmouth*	D,H,N
Daniel Tiller, *Eastleigh*	A,I,M
Jenny Lam, *Southport*	A,B,I
Toby Searle, *Kent*	A,C,M
Paul Murray, *Switzerland*	A,B,P
Sam Wills, *Wolverhampton*	A,C,J
Kevin Moss, *Wolverhampton*	A,B,D
Andrew Gair, *Stafford*	A,D,P
Christopher Conn, *Aberdeen*	A,D,O
Andrew Grant, *Shetland*	A,I,P
Martin Cullum, *Middlesex*	A,E,I
David King, *Kent*	A,B,D
Martin Leng-Smith, *Kent*	A,B,D
William Luing, *Penzance*	M,N,O
Alex Symington, *East Sussex*	A,L,O
Stephen Whelan, *Kent*	A,B,L
Adam James Rigby, *Bedford*	A,B,C
Aodan McDangh, *Ireland*	A,D,G
Jonathan Rockcliff, *Tadcaster*	A,C,D
Tim Matthews, *East Sussex*	A,D,M
Ben George, *Middlesex*	A,B,N
Andrew Squires, *Harlow*	A,B,M
Gary Azzopardi, *Telford*	A,B,O
Olli Oja, *Finland*	A,B,M
M O'Driscoll	A,D,O
Michael & Ashely Phillips, *Surrey*	A,B,M
Ricky Field, *Waringham*	A,F,P
Jack & Tom Patterson, *Shepton Mallet*	A,B,F
Byron Spring, *Kent*	A,B,M
Dave Wilkie, *Fife*	A,F,M
Stuart Millar, *Guildford*	A,H,M
Jack McCarthy, *Dublin*	D,E,F
Niall O'Toole, *Galway*	A,B,E
Richard Granville, *Bridgend*	B,I,M
Carl Docksey, *Staffs*	A,D,O
Andrew Wilkins, *Isle of Wight*	A,D,O
Brendon Edge, *Notts*	A,B,C
Michael Arnott, *Glasgow*	D,E,O
Hannu-Pekkahalme, *Finland*	A,D,O
Adan Heyes, *Co Atrium*	A,F,M
Murray Purves, *Southampton*	A,E,G
John Waters, *Derby*	A,B,D
Helen Dohery, *London*	A,B,O
Jenna Blackman, *Bognor Regis*	A,F,M
Jonathan Walker, *West Midlands*	A,O,P
Eric Milne, *Galasheils*	A,M,O
John Gallagher, *Ayrshire*	C,H,M
Robert Johnson, *Coventry*	A,F,O
James Fowler, *Staffs*	A,I,M
James Fitzgerald, *Merseyside*	A,J,O
Luke Cavalier, *Australia*	B,E,F
Geir Olav Skei, *Norway*	A,D,I
Tom Winteron, *Lincs*	A,C,F
Craig Syme, *Kent*	A,D,T
Paul Davies, *Edmonton*	B,E,G,I
Chris Thomas, *Wallington*	A,B,C,I
Tom Walker, *Halstead*	A,E,F,H
Lawrence Gilbey, *Bridport*	A,B,C,I
Neil Williamson, *Nottingham*	A,B,C,F
James Leigh, *Clevedon*	A,B,G,I
Aidan Murray, *Co. Cork*	A,B,D,H
Carl Bullen, *Liverpool*	A,B,G,H
Alex Mann, *Bedford*	A,C,D,F
Mark Quinn, *Preston*	A,B,E,I
Daniel Weserholm, *Finland*	B,D,E,I
Andrew Davies, *Essex*	A,B,D,I
Martin Cater, *Hucknall*	A,B,C,G
Daniel Lally, *Berkshire*	A,B,F,G
James Hinton, *Knoresborough*	A,B,C,D
Michael Walker, *Londonderry*	A,D,H,I
Asgeir Vikan, *Norway*	A,B,D,J
Andrew Carrington, *Pontefract*	A,D,E,J
Raymond Wells, *Essex*	A,B,F,H
Ed Higgins, *Essex*	A,B,G,I
Joel Radford, *Australia*	A,B,C,D
Kane Dorey, *Jersey*	A,B,D,H
David Dixon, *Cumbria*	A,D,F,G
Richard Woodall, *New Zealand*	A,C,D,G
Martin Drew, *Bognor Regis*	A,D,G,J
David Park, *Tyne & Wear*	A,D,F,G
James Garrity, *Liverpool*	A,B,D,E
Michael Williams, *Cardiff*	D,H,I,K
Mikael Bogdanoff, *Finland*	A,F,I,J
Tom Carver, *Devon*	A,C,H,I
Steven Goacher, *Surrey*	A,B,D,H
Kevin Gurton, *Kent*	A,B,D,I
David and Chris Mason, *Plymouth*	A,B,D,I

NAME	COMPLETED
Scott Winterburn, *Norfolk*	A,D,G,I
Antonio V. Carmona, *Spain*	A,D,G,I
Paul Jerome, *London*	A,B,C,D
Gavin Cullen, *Earlston*	A,C,F,G
Mark Shackcloth	A,F,G,I
Daniel Brown, *Australia*	A,D,F,M
Jerden Marinus, *The Netherlands*	A,B,E,H
Jaakko Hermunen, *Finland*	A,B,C,I
Antony Bogan, *Cleveland*	B,D,H,I
Richard Doherty, *Newport*	B,D,E,J
Jonathan McConnell, *Truro*	A,B,E,F
Ross McConnell, *Truro*	A,B,E,F
Barry Glover, *Manchester*	A,B,D,M
David Faggiani, *Manchester*	A,B,D,F
Chris Lowe, *Tyne & Wear*	A,C,D,H
Steven Astley, *Wigan*	A,E,F,J
Mike Smith, *Gloucester*	A,B,C,M
Ivo Miguel Castro Couto, *Madeira*	A,D,G,O
Tony Hobbs, *Leeds*	A,B,C,H
David Shuker, *West Midlands*	A,B,C,H
Anthony Coombes, *Bridgewater*	A,D,O,P
Nick Mushlin, *Selkirkshire*	B,H,N,O
Luke Butcher, *London*	A,D,I,O
Christopher Grant, *Scotland*	A,B,C,F
Steffan Hole, *Bridgend*	A,B,F,M
Chris Barnes, *Burton-on-Trent*	A,E,I,O
Ian Lawlor, *Leeds*	A,B,D,O
Gregory Dillow, *Ealing*	A,B,C,D
Henrik Brixmark, *Motala*	B,E,L,N
Oscar Cederberg, *Motala*	B,E,L,N
John Calderon, *Lanarkshire*	A,E,N,O
Edward Forrester, *Southampton*	F,G,H,M
Martin Critchley, *Doncaster*	A,C,D,M
Chris Barlett, *Kent*	A,E,F,M,N
Joachim Clauwers, *Belgium*	A,B,D,F,H
Robert Ward, *Middlesex*	A,B,G,H,I
Alain Keersmaekers, *Belgium*	A,B,C,F,J
David Lewis, *Birmingham*	A,B,D,E,F
Aaron Tuson, *Essex*	A,C,D,E,F
Simon Webber, *Wokingham*	A,B,D,E,F
Stephen Rogers, *Manchester*	A,C,E,F,H
Pat Shields, *Co. Down*	A,C,D,E,I
Benjamin Khan, *Bradford*	B,C,D,F,I
Per Nilsson, *Sweden*	A,B,D,F,I
Panagiotis Bagiokos, *Greece*	A,B,C,F,I
Roeland Van Straalen, *Holland*	A,B,C,F,I
Aynsley Welling, *Cyprus*	C,E,F,G,I
Mark Herjan, *Poland*	A,C,D,J,M
Charles Ayesa, *Australia*	A,B,D,G,H
Mark Green, *Cheltenham*	A,C,D,F,H
Chris Kerry, *Essex*	A,B,C,F,I
Daniel Metcalf, *Norwich*	A,C,D,F,G
Michael Middleton, *Huddersfield*	A,B,C,D,H
Richard Brady, *Essex*	A,D,F,H,I
Steven Bigham, *Whitburn*	A,C,F,H,I
Ashley Hamilton, *Co. Tyrone*	A,B,D,H,I
Andre Bifleuen, *Holland*	A,B,E,G,I
Roger King, *Suffolk*	A,B,D,F,I
James Smith, *Gloucester*	A,B,D,F,G
Alain Keersmaekers, *Belgium*	A,B,F,J,L
Arne G Pettersen, *Norway*	A,F,G,I,M
Andy Pearce, *Featherstone*	A,B,D,F,I
Graeme Downes, *Surrey*	A,C,D,O,P
Adam Skeggs, *Leicester*	A,C,E,H,M
Robert & David Scott, *Fife*	A,F,H,I,M
Martin Hunter, *Edinburgh*	A,B,C,E,L
Steven Woolley, *Norfolk*	A,B,D,N,O,P
George Ioakimidis, *Greece*	A,B,C,D,H,I
Gavin Cole, *Tyne & Wear*	A,B,C,F,G,H
Jonathan Cole, *Tyne & Wear*	A,B,C,F,G,H
James Register, *Surrey*	A,B,C,D,F,H
Jack Gilbey, *Bridgeport*	A,B,C,D,F,I
David Taylor, *Fife*	A,C,D,F,H,I
Justin Servis, *Co. Roscommon*	A,D,E,G,H,I
Max, Steven and Hal, *Dundee*	A,B,C,H,I,L
Rodney McComb, *Co. Londonderry*	A,C,D,F,H,L
George Roberts, *Middlesex*	A,D,E,H,M,N
Nick Taverner, *Suffolk*	A,B,C,D,H,I
John Brockie, *Cumbria*	A,B,C,D,M,N
Tony Mendum, *Middlesbrough*	A,B,D,F,J,P
Ciaran Spence, *Ireland*	A,B,D,E,F,G
Sebastian Vass, *Bath*	A,B,D,M,O,P
Charles Brent, *Southampton*	A,B,D,F,H,O
David Grice, *West Bromwich*	A,B,C,D,G,I
Billy Newing, *Kent*	A,D,E,G,I,M
Richard Walklate, *Hampshire*	A,B,D,F,H,O

Club 64

Cheap games! Money to be made! Fanzines for sale! Help at hand! What more could you ask for?

CONTACT

FANZINES

● Wanted! **N64** magazine issues 2 and 3 – must be in reasonable condition. Will pay up to £4.50. Call Stefan on 01803 327151.
● Wanted! Double Game Guides 1,2,3,6,11,12 and any issue past 15. I would also like any issues of **N64** Magazine before issue 9. Please call Tom on 01606 44301.
● Printed cheats for N64 games available. Send a SAE with 50p and the name of the game to Nicholas Haggerty, 5 Jardine Terrace, Greenock, Scotland, PA16.
● **N64** Magazines for sale, issues 1-25, no video, some gifts, will not split. £40 including p&p. Call Iain on 01292 315005 evenings only.
● **N64** Magazines for sale, issues 1-15, £40 for the lot or £4 each. Buyer must pay p&p. Call Mike on 01253 399250 or 07775 583005.
● Has anyone got issues 10,12 and 14 of **N64** Magazine? I'll pay £5 per issue (must have gifts). Please call Phillip on 01347 848595.
● **N64** Magazines for sale, issues 1-26, including all freebees and guides (all in excellent condition). Any offer considered. Please call Paul on 01780 755388.
● **N64** Magazines issues 1-20 for sale. All books included. £100 no offers, price includes p&p. Please call Ray on 01304 241084.
● Issue 1 of 'Pants' fanzine for sale. Includes reviews of *South Park* and *Zelda*. Send £2 to John Campbell, 5 Seafield Street, Findochty, Buckie, Banffshire, Scotland, AB56 4QY. Or call 01542 833306.
● Issues 3 and 5-26 of **N64** Magazines for sale. All complete with free gifts and Double Game Guides, all in good condition. Please call Lewis on 01205 449728.
● Great N64 fanzine available for free via e-mail, just visit my site to subscribe (issue one out soon): www.jills57.freeserve.co.uk.
● New games, sci-fi and films fanzine, Area 64, wants to hear from you. Call Matt on 01923 230745.
● I'm offering a *GoldenEye* in 00-agent mode on video. Also shows how to obtain all level cheats. Call Bobby on 0504 51300.
● **N64** Magazines for sale, issues 11-27, all tips books included. £50 ono (plus p&p). Please call Leon on 01548 853786.
● Want a wrestling sheet with all the latest news, facts, star letters and up-to-date events? Then call Michael on 01685 844229.
● For sale: **N64** books, four **N64** magazines, 31 **N64** Double Game Guides and cheat book no.14. £35 for the lot. Please call Mrs C O'Dell on 01282 779156.

GAMES TO SWAP

● I am willing to swap either *Mario 64* for *Mission: Impossible* or *GoldenEye*. Please call Andy on 01704 871673.
● I will swap my *Banjo-Kazooie* for your *GT 64*, must be in good condition. Please call Nathan on 01536 791269.
● I'll swap *GoldenEye* (with guidebook), *TGR* or *F1 WGP* for *Turok, Quarterback '99, WWF Warzone* or *NBA Courtside*. Please call Dylan on 00353 021 880203.
● Swap *Banjo-Kazooie* or *DKR, FIFA '99* for *Silicon Valley, V-Rally '99* or *Rogue Squadron* or *South Park*. Please call Anthony on 01306 880315.
● I will swap *Mischief-Makers* or *World Cup '98* (both boxed) for any good N64 game. Please call Lee on 01708 552048.
● SNES with *Mario World, Zelda, Mario All Stars* and *Putty Squad*. Will swap for any decent N64 games. Please call James on 01943 465655.
● Will swap *Pilotwings* or *F1 Pole Position* (both in good condition) for good condition *Mystical Ninja* with manual. Call Andrew on 01525 405869 – weekends only.
● Swap *ISS64* and *Banjo-Kazooie* for *MK4* and *Wipeout* – people near Stockport only. Call Nick on 0161 427 8463 between 4.30-7pm.
● I will swap *Starfox* (US) for *Buck Bumble* or *Silicon Valley*. Call Adam on 01279 793216.
● I'll swap *WWF Warzone* for *FIFA '99* or will sell for £25. Please call Andrew on 01708 732849.
● Will swap *Star Wars: Rogue Squadron* for *Micro Machines 64* or *Vigilante 8*. Call Malcolm on 01909 816136 after 5pm.
● I will swap my *Super Mario 64* for your *South Park* or *Vigilante 8*. Or will sell for £25. Please call Josh on 01268 526357.
● I am willing to swap *Mission: Impossible* for *FIFA '99*. Please call Shaun on 01359 221020.
● I'll swap *World Cup '98* for *F1 WGP*. Please call Sam on 01344 291464 if you're interested.
● I am willing to swap *1080° Snowboarding* for *Turok 2* – although it must be boxed with manual. If you're interested please call Dave on 01204 844070.
● Would anybody like to swap *Micro Machines 64* for *Hexen 64* with me? If so, please can you contact Rhys on 01222 670975.
● I would like to swap *Mario 64* for *Banjo-Kazooie, Wipeout 64, South Park* or other excellent N64 games. Please can you call Alexander on 01404 250790 if you can help.
● I will swap *Zelda 64* for *F-Zero X* or any good racing game. Please call Carlin on 01232 648810 after 7pm.
● Will swap *Wave Race* and *Warzone* for *South Park* – two for one special. Please call Robert on 01875 610226.
● I am willing to swap *Banjo-Kazooie* for *Turok* or *WWF Warzone*, if you're interested please call Jacob on 0181 671 9509.
● I'm willing to swap *Banjo-Kazooie, Mario 64, FIFA '99* and *ISS64* for *1080°, Warzone F-Zero X, Mario Kart, Fighters Destiny, Courtside, Forsaken* or *Lylat Wars*. I can't deliver. Please call Adam 01332 691938.
● I am willing to swap *Turok 2* (boxed with manual) for *Zelda* or will sell for £30. Please call Michael on 0121 680 0254.
● Will swap *Forsaken* or *GT 64* both unboxed or sell for £8 each. Please call Joe on 01753 645304.
● I will swap *Mission: Impossible* for *WWF Warzone, Zelda, V-Rally '99* or *Banjo-Kazooie*. Call Leah on 01268 470903 between 6-8pm.
● Will swap *Lamborghini* (boxed, but no instructions) for *Snowboard Kids* or *Extreme G* (doesn't matter about box or instructions). Please call Ben on 01993 773560.
● Will swap *South Park, World Cup '98* and *Mission: Impossible* plus £10 for PlayStation with one game. I also have *South Park, Mission: Impossible, MK4, World Cup '98* and *Kobe Bryant* for swap or sale. Call Graham on 01620 824939.
● Is anyone willing to sell or swap some good N64 games at a decent price? If you are, please call Rob on 0181 546 6813.
● *All Star Baseball '99* or *2000* wanted. Will swap *Turok 2* or *Chopper Attack*. Please call Chris 01302 760461 after 5pm during school days.
● I am willing to swap *Wayne Gretzky's Hockey '98* (boxed as new) for *Turok 2* or other good offers. Call Matthew on 01270 875029/17974 627730.
● I will swap *ISS64, Killer Instinct Gold, Mario Kart, Mortal Kombat Trilogy* and a cheat book for *South Park* and *Rogue Squadron*. Call Judd on 0181 788 3281.
● I will swap *Mission: Impossible* or *DKR* for *Doom, Duke Nukem Zero Hour* or *Banjo-Kazooie*. Please call David on 01920 463103.
● Swap *Pilotwings* or *Duke Nukem* for *Mission: Impossible* or *MK4*, or an Action Replay. Please call Haytham on 0777 152 8562.
● I'm willing to sell *ISS64* and *Shadows of the Empire* for £25 each, or swap for *WWF Warzone*. Call Chris on 01224 706897.
● Six SNES games to swap for *Super Mario 64, 1080°, WWF Warzone, South Park, Turok 2* or *Glover*. Call Allan on 0171 498 1528.
● Would anyone swap *Gex 64* (boxed with instructions) for *Holy Magic Century*, or *ISS '98*. Also swap for good controller pak. Call Hamad on 01753 594 972.
● I am willing to swap *1080°* and *F1 WGP* for *Turok 2*. Please call Brian on 0161 401 1820.
● I'll swap *GoldenEye, Mission: Impossible* and *ISS64* for *F1 WGP*. Please call Luke on 0151 510 0583.
● I will swap *Super Mario 64* or *Mario Kart* for *F-Zero X, GoldenEye, Banjo-Kazooie* or *Lylat Wars*. Please call Grant on 01752 341387.
● I will swap *Yoshi's Story, Star Wars Episode 1: Racer* or *Mission: Impossible* for *Zelda* or *Mario Party*. Call Alexandria on 0161 865 7738.
● I'll swap *Turok 2* or *Body Harvest* for *Shadows of the Empire* or *WCW Revenge*. Please call Adam on 01423 359030.
● I'll swap *Turok 2* for *Zelda, Beetle Adventure Racing* or *Banjo-Kazooie*. Or will swap *Extreme G, Body Harvest* or *Yoshi's Story* for *Bust-a-Move* type game. Contact Shaun Marshall, 15, Parkside West, Park Road North, Middlesborough, Cleveland, TS1 3NN.
● I'll swap *Courtside* (no manual), *Fighters Destiny, ISS64* or *FIFA '99* for *Forsaken, Lylat Wars, Rogue Squadron, Warzone, F-Zero X, Mario Kart* or *1080°*. Offers welcome. Call Adam on 01332 691938.

GAMES WANTED

● *Rogue Squadron* wanted for £25 and *GT 64* for £20, in good condition or £40 for both. Call Gaz on 01535 643713 between 7-10pm.
● 4Mb ram expansion pak wanted for N64. If you can help please call William on 01322 228065.
● Will pay up to £4.50 for complete *Mario 64* guide. Call Tony on 0151 292 2715 between 4.30-7pm weekdays if you can help.
● I'm after the following NES games: *Bubble Bobble, Rainbow Islands, Kid Icarus, Zelda* and any *Megaman* games. Will pay £5-£10, but they must have instructions. Call Mark on 01534 21766.

PENPALS

● 16-year-old male wants a female penpal who's 15-18 year old. Must like music, computers and N64s. Write to Phil Dolman, 4 Vernon Ave, Tipton, West Midlands, DY4 8EJ.
● Male penpal wanted between 12-14 years old. Must like Formula 1, N64 games and Red Dwarf. Write to Christopher Williams, Somerfield, Coventry Road, Rugby, Warwickshire, CV23 OQD.
● 13-year-old male wants 13-15 year old female pen pal. Must like music, playing N64 games and Manchester Utd. Write to Donald Finucane, Piermount, Turbert, Co. Kerry, Ireland.
● Male seeks male or female aged 13-years-old who likes anything reasonable. Call Thomas on 01992 762314.
● Mad 21-year-old male seeks fun loving female. I enjoy sports, N64 games, keeping fit, writing and having a good laugh. If you're game, write to James Molyneaux, 17 Sandy Lane, Southrepps, Norwich, Norfolk, N12 8NJ.
● I'm looking for a male or female penpal who's 10-13 years old. Must like The Simpsons, hate the PlayStation, love music and love playing N64 games. Please call Robbie on 01763 244422.
● I'm looking for a penpal between 11-14 years old. I like almost anything and I'm not fussy. Contact Craig on 01543 480415.
● Wanted! Girl or boy penpal who's 10-13 years old. My interests are The Simpsons, N64 and the Internet. Call Harry on 01332 557486.
● 12-year-old boy looking for English speaking international penpal who likes N64 games. Please write to Alex Hyde, 121 St. Nazare Road, Chelmsford, Essex, M1 2EG.
● Freaky people wanted! I'm 17-years-old and I like rave music and writing. Write to Aron Richardson, 79-Century Lodge, Farnworth, Bolton, Lancs, BL4 9PS
● I'm an 11-year-old male who's looking for 10-13 year old male who likes N64 games and football. Write to John Horsfall, 9 Sinnington End, Highwoods, Colchester, CO4 4RE.
● Hello my name is Ben Funer. I am looking for a male penpal aged 12-14 years old who enjoys gardening and N64 games. I'm also a DJ. Write to Ben Furner, 19 Wodehouse Close, Stalham, Norwich, Norfolk.
● Wanted! A penpal who's 11-12 years old, I'm 11-years-old and I like swimming, The Simpsons and Rugrats. Please write to Emma Morrow, Swilly Road, Co. Donegal, Ireland. Females only.
● Male or female penpal wanted, any age. I'm interested in N64 games, Boy George, chess and break dancing. Please call Robert on 01847 831251.
● Wanted! 14-17 year old female who loves football, has a good sense of humour, loves N64 games and doesn't support Norwich FC. Write to Tim Steven, 112 Prince of Wales Drive, Ipswich, Suffolk, IP2 9BJ.

● Penpal wanted! 15 years-old male or female, who likes serious gaming challenges like *V-Rally '99*. Call me on 00411 8224382, or write to Nicolas Williamann, Breitibachstr 9, CH-8600, Dubendorf.

GAMES FOR SALE

● I'm selling *Fighters Destiny* for £22, please call Gavin on 01738 444398 if you're interested.
● I will sell *DKR* for £10 (with manual but unboxed) and full list of magic codes. Must live in East London or Redbridge/Havering area. Call Sam on 0181 539 4047.
● I would like to sell *South Park* for £39. Please call Gregory on 01249 461898 (all cheats included).
● For sale: *FIFA 64* £10, *F1 Pole Position* £20, *Nagano* £20, *Fighters Destiny* £20. Or will swap for an Action Replay, all games boxed. Call William on 0131 440 1175.
● *Zelda, GoldenEye, Rogue Squadron, Turok 2*, rumble and expansion paks for sale. Boxed and good as new. Ring Craig on 07957 458121 if you're interested.
● *Pilotwings, Turok, Fighters Destiny, Diddy Kong Racing* (all boxed) only £25 each ono. Call Steven on 01724 764100.
● For sale: *Banjo-Kazooie, F-Zero X, Micro Machines 64*, all £30 ono. Also *Mario 64* for £20 ono. All games boxed with instructions. Call Danny on 01278 641183.
● I will sell *GoldenEye* for £30 or swap for another N64 good game. Also Pocket Game Boy with four games and rechargeable battery for £60. Call Josh on 01865 872582.
● Will sell *Blast Corps* and *Mario 64* for £30 ono. Can sell separately. Call Andrew on 01922 413424.
● I will sell my N64 for £230 with eight great games. Call Matt on 01724 869008.
● Games for sale: *Turok 2, Banjo-Kazooie, Mario 64, Diddy Kong Racing, 1080°, WWF Warzone, Yoshi's Story, GoldenEye* and *F1 WGP* (all boxed) for £25 to £40, very good condition. Please call Ben on 01304 369329.
● Action Replay for £30, *Zelda* for £30, *WCW/NWO Revenge* for £20. Call Joe on 0181 441 8791.
● N64 plus *South Park, Banjo-Kazooie* (including game guide), and three **N64** Magazines, all boxed and in excellent condition for £145. Call Donella on 01843 293170.
● Game Boy for sale with four games and Game Boy carry case £40 ono, or will swap for an N64. Call Kate on 0191 253 3235.
● I will sell *South Park* (boxed with instructions) for £35 ono. Call Richard on 01905 421741 after 4pm.
● Fifteen games for sale plus loads of accessories, all £15 or less. Call Robert on 01703 601106 after 7pm.
● N64 Passport (unboxed) for sale £15 ono, also Action Replay (boxed with instructions) for £35. Call Darren on 07977 816679.
● N64 with eleven games including *Zelda, Rogue Squadron, Turok 2*, two controllers, memory and expansion paks, all for £250 ono. Please call Phil on 01642 784613.
● I have the following for sale: *Turok 2, Zelda, V-Rally '99, Lylat Wars, Extreme G* and *Mace*. All boxed with instructions, prices between £15 and £40. Call Richard on 01462 682193.
● Sega Saturn with five games and steering wheel for £70, or games for £8 each, steering wheel for £15 and Sega Saturn for £35. Please call Danny on 01883 340936.
● Yellow Game Boy for sale, with five games including *Zelda*. Call Hadlee on 01235 847268.
● *World Cup '98* for sale £25. Call Jonathan on 01903 783179.
● Mega Drive with one controller and eleven games – all for £35 (instructions not included). Please contact Daniel Butcher, 1 Caddicks Row, Cwmcelyn, Blain, Gwent.
● For sale, *Body Harvest* for £25, *Silicon Valley* for £25, *Diddy Kong Racing* for £20. Please call Richard on 01539 728682.
● Brand new *V-Rally '99* for sale. Unwanted gift (90%, **N64** rating) for only £30 ono. Please call Chris on 01704 578751.
● *WCW/NWO World Tour, Killer Instinct Gold, Extreme G, GoldenEye* and *Lylat Wars* – £25 each or all for £100. Call Daniel on 01993 774488.
● Six PC games for sale (unused) £15.99, still in packaging. Call Alan on 01357 521275.
● For sale: *Turok 2* for £35 and *Blast Corps* for £20, call Jon on 01275 333260 after 4pm on weekday.
● For sale: *WWF* for £30 and *WCW/NWO World Tour* £20. Call Coby on 0191 421 3209.
● *Zelda 64* and *Mario* almost new, both with instructions, for £30 each. Call Daniel on 01326 241 255.
● *Zelda, Mission: Impossible, Formula 1 World Grand Prix, Mario 64* or *Snowboard Kids* for sale at fair prices. Please call Tom on 01342 323 508 for details.
● For sale, unofficial thunder pad with *Buck Bumble* rumble pak for £10. Please ring Nick after 4pm on 01296 424211.
● For sale: Action Replay for £25, Game Boy for £25, *Earthworm Jim* for £5 all Game Boy games. Please call Adam on 01905 779091.
● *Turok 2* and large guide for sale £25, highest bidder collects. Call Paul on 01202 518 350 between 4.30-6pm weekdays.
● I have a large selection of NES, SNES and Virtual Game Boy hardware and software for sale. For details send a SAE to: Nick Marshall, 11 Oaklands Road, Froombridge, Tunbridge Wells, Kent, TN3 9SB.
● Action Replay in good condition for sale, boxed with instructions, also has extra codes on it. Please call Tom on 0181 502 3110.
● I have the following selection of games for sale: *Diddy Kong Racing* (no manual) £18, *F-Zero X* £18, *Blast Corps* £20, *Lylat Wars* £25, *Forsaken* £20. Or I'm willing to swap for *1080°* and/or *F1 WGP*. Please call Craig on 01375 377523.
● *Duke Nukem 64* or *Star Fox 64* for sale at £20 and *Mario 64* for £15. I will also swap an N64 game for *Zelda* or *Blast Corps*. Please contact Jonathan on 01536 263187.
● N64 with *GoldenEye, Lylat Wars, Banjo, Turok 2, Zelda, Body Harvest, F-Zero X, ISS64, Rogue Squadron*, extra controllers, memory pak, rumble paks, case and loads of books. Bargain at only £285. Please all Alastair on 0115 978 4193.
● Massive game sale, *Zelda, Rogue Squadron, Banjo-Kazooie, F-Zero X*, all in immaculate condition. £25 each or yours for £90. Please call Paul on 01767 651211.
● NES with thirteen games, two controllers and zapper for £20 ono. Atari 520ST for sale as well, with mouse, games and joystick £20 ono. Call Chris 01332 874 223.
● *Zelda* for sale, boxed with instruction for £35 ono. Please call David on 01928 787996.
● N64 with two pads, hi-res pak, 14 games (including *Zelda, Lylat Wars* and *Goemon*) all for £400. Must be able to collect. Please contact Lee on 01992 614255.
● Game Boy plus two games and adaptor for £30. Also other games, including *Mario* and *Zelda*, from £5. Call Tim on 01278 741389.
● I am selling a Game Boy with four games for £30. One of them boxed, others are not. Please call David on 01634 844377.
● Will sell *Turok 2* for £25 (boxed and in great condition), or will swap for *1080°* or *Wetrix*. Please call Liam on 01460 220308.
● Atari 7800 with manual, two controllers, 17 games (boxed with instructions), all in good condition for £18 ono. Call Jason on 01325 356136.



Cut out and send



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Club 64

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DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

CLUELESS 64

32% 2 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



"Morning, Clueless. Any news on your massive new AAA product?"
"Yeah, nice one."
"Er, so is that a no?"
"What's a product? And, whilst you're at it, what's my name?"

TOP TIP *With Clueless 64, you can live out all your clueless dreams with stunning sampled dialogue such as the crisp one-liners above. Remember, Clueless 64 has a special 'Where am I?' feature for instant geography.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

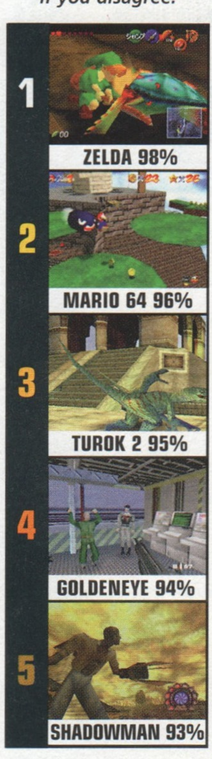
In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock

HIGHLY RATED

The five top games in Directory. Send us your own charts if you disagree.



1 ZELDA 98%
2 MARIO 64 96%
3 TUROK 2 95%
4 GOLDENEYE 94%
5 SHADOWMAN 93%

UK Game releases

1080° SNOWBOARDING

89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *N64/22's Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.*

AERO FIGHTERS ASSAULT

58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP *To access the secret planes, go to the title screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Bottom-C.*

AERO GAUGE

10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

TOP TIP *Here's one you won't forget in a hurry: don't ever buy this game.*

ALL-STAR BASEBALL

84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP *Try entering the following cheat codes: ATEMYBUIK • BRKNBATS • GRTBLSFDST • BBNSTRDS • PRPPAPLYR*

ALL-STAR BASEBALL 2000

68% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.



TOP TIP *When pitching in arcade mode, press and hold Bottom-C and A to throw a deadly and hittable fastball*

ALL STAR TENNIS

68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.



TOP TIP *When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.*

AUTOMOBILI LAMBORGHINI

67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.



TOP TIP *Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.*

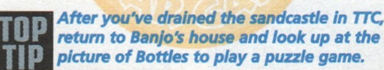
BANJO-KAZOOIE

92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA





Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX

74% 3 3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.



TOP TIP *Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.*

BEETLE ADVENTURE RACING

81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail.

TOP TIP *Cheat Mode: In championship, drive through the barn on Coventry Cove. Hit the box inside the haystack and finish the track.*

BIO FREAKS

76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.



TOP TIP *Disable blocking, and do nothing but shoot. • Hold Left on the D-pad and press Start to switch to first-person.*

BLAST CORPS

88% 5 Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST
91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.


TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64
50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP *Collect all 100 cards and complete the game to open a hidden world.*

BOMBERMAN HERO
66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

TOP TIP *Hold A, B and Z to open the Level Select menu.*

BUCK BUMBLE
70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP *Infinite weapons: On the D-pad push Left, Right, Up and Down. Hold for two seconds. Then push Right, Right, Left and Left.*

BUST-A-MOVE 2
80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP *Press L, Up on the D-pad, R and Down on the D-pad on the title screen to open up Another World.*

BUST-A-MOVE 3
82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP *If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.*

CASTLEVANIA
81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

TOP TIP *Spend over 30,000 in Renon's shop and you get to fight him.*

CENTRE COURT TENNIS
67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.


TOP TIP *Aim for the down-the-line smash as much as possible. The opponents just can't handle it.*

CHAMELEON TWIST
70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP *If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of chameleon-esque liveliness.*

CHAMELEON TWIST 2
55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP *Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...*

CHARLIE BLAST'S TERRITORY
52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

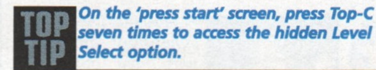
Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

TOP TIP *Try this password: 6 of Clubs, King of Hearts, 10 of Hearts, Ace of Clubs, 3 of Spades.*

CHOPPER ATTACK
81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

TOP TIP *On the 'press start' screen, press Top-C seven times to access the hidden Level Select option.*

CLAYFIGHTER 63⅓

24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP *Breaking the cart open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.*

COMMAND & CONQUER
75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

TOP TIP *Hold R and press Top or Bottom-C to magnify or reduce the battle screen.*

CRUIS'N USA
24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP *After entering your initials, push Down and scroll to the conveyor belt. Hold Left on the D-pad and a severed head will roll by.*

CRUIS'N WORLD
38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP *To pass the other cars easily, tap A twice to do a wheelie and they'll all get out of the way. Fun or what?*

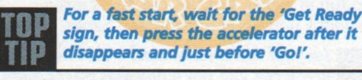
DARK RIFT
69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP *Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.*

DIDDY KONG RACING
90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA


A massive adventure mode and three different vehicles. Not quite as good as *MK* though.


TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DOOM 64
77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP *At the password screen enter ?TJL BDFW BFGV JVVB for a cheat menu.*

DUAL HEROES
50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.


TOP TIP *To beat the CPU in an open arena, use Z to run around him at the edge of the platform, confusing him into falling off.*

DUKE NUKEM 64
85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW



A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.

TOP TIP *At the main menu, press Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

DUKE NUKEM ZERO HOUR
90% 4 GT • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 28 • MG



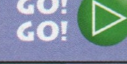
A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein. Very nice indeed.*

OFFICE FAVES

Lunchtimes haven't quite been the same since Quake II arrived in the office. It's leaped straight to the top of N64's favourite multiplayers.




GO! GO!

MARK'S CHOICE

Six-foot-tall new boy Mark Green peered down on us all and, in a deep and booming voice, declared his top five all-time favourite N64 games. So here they are, then.



EXTREME G

87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW




Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.



TOP TIP *Enter your name as RA50 and quit a race – you'll finish in whatever position you were in when you selected quit.*

EXTREME G2 (XG2)

85% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.



TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION

71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP *Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.*

F1 WORLD GP

93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.



TOP TIP *Select exhibition and change D. Williams' last name to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2

72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

Still a fantastic F1 sim but there's not enough new here to warrant buying this if you've already got the first game.

TOP TIP *Check out our track guides in N64/32.*

FIFA 64

39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP *Only tap the shoot button once. You'll eventually do something.*

FIFA '98

83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here. Not perfect, but better.



TOP TIP *Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.*

FIFA '99

83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW



The best *FIFA* game yet. *FIFA 99* actually plays a solid game of footie. It's no *ISS '98* though.

TOP TIP *As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.*

FIGHTERS DESTINY

86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FLYING DRAGON

73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

The game formerly known as *Art of Fighting Twin* comes to the UK, and proves to be fairly enjoyable but instantly forgettable.



TOP TIP *To be able to play as the oddly-named Bokuchin, all you need to do is beat him in a normal fight. Simple.*

FORSAKEN

87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X

91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.



TOP TIP *Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.*

GASP!!

47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP *Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.*

GEX 64 Enter the Gecko

59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP *Think about this: Mario 64. Banjo. Mystical Ninja. Aaaand goodnight.*

GLOVER

83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP *Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.*

GOEMON 2

69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

TOP TIP *Keep the analogue stick pressed diagonally up at 45° to get the maximum distance when swinging on the poles.*

GOLDENEYE 007

94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW




Brilliant levels, and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64

67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP *Win the championship on Easy mode to get the mirror tracks. • Win the championship on 24 laps-per-race to get the secret track.*

HEXEN

69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

TOP TIP *Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. • Invincibility: Left-C, Right-C and Bottom-C.*

HOLY MAGIC CENTURY

71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

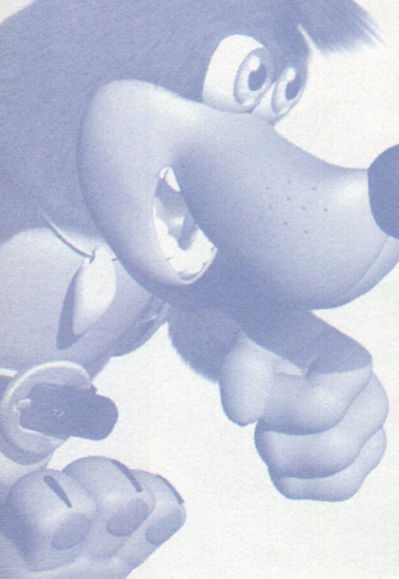
TOP TIP *If you get caught in a random battle between towns – and you will – then just leg it at the earliest opportunity.*

IGGY'S RECKIN' BALLS

56% 1 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP *Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.*

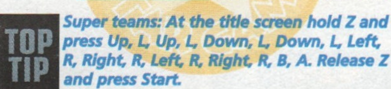


ISS 64

92% **4** Konami • £30 • 1-4 players • controller pak • Issue 3 • TW




An almost flawless game which could only have been bettered with the addition of real teams.



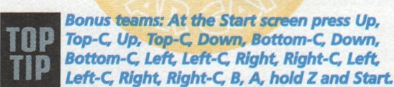
TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% **5** Konami • £40 • 1-4 players • controller pak • Issue 20 • MK




Enhanced and updated and now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

KILLER INSTINCT

62% **2** Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH

Great in its time but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

TOP TIP *Extra options: during the character bio screens press Z, B, A, L, A, Z.*

KNIFE EDGE

42% **2** Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP *Remember! Use the C-buttons to strafe from side to side.*

LEGEND OF ZELDA

98% **5** Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB



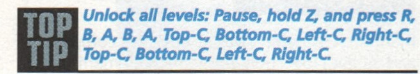
Simply the greatest game ever created. Utterly amazing. If you get just one game, it *must* be this.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LODE RUNNER 3D

70% **3** Infogrames • £40 • 1 player • on cart • rumble pak • Issue 29 • JB

This is the latest in a long line of retro puzzlers with gameplay unchanged since the days of the Commodore 64. There's plenty of it too.



TOP TIP *Unlock all levels: Pause, hold Z, and press R, B, A, B, A, Top-C, Bottom-C, Left-C, Right-C, Top-C, Bottom-C, Left-C, Right-C.*

LYLAT WARS

91% **5** Nintendo • £30 • 1-4 players • rumble pak • on cart • Issue 8 • JN




Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.



TOP TIP *Achieve gold medals on all levels for the four-player Tank and Expert modes.*
• Guides in N64/8 and 9 and DGG + no. 2.

MACE: The Dark Age

81% **3** GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.



TOP TIP *Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.*

MADDEN 64

92% **3** EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT



The first 64-bit outing for the Madden series is a great success but it looks a bit dated compared to *NFL 99*.



TOP TIP *At the create player screen, type AT(space)Madden to get the All-Time Madden super team.*

MADDEN NFL '99

88% **5** EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK




This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.



TOP TIP *Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.*

MARIO KART 64

91% **5** Nintendo • £30 • 1-4 players • controller pak • on cart • Issue 4 • JD




A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.



TOP TIP *At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.*

MARIO PARTY

85% **4** Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *To unlock the Eternal Star stage, complete all boards, then earn 100 stars and visit the Bank.*

MICRO MACHINES 64 TURBO

86% **4** Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 25 • JB



Classic multiplayer action for up to eight miniature racing fans sharing four contollers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% **0** Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW

'Stunningly dull'. Give it a miss.

TOP TIP *Barbiturates are a quicker and less expensive method of ending it all.*

MISCHIEF MAKERS

90% **4** Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% **3** Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW

After the wait, *Mission*'s let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP *Continuously access your objectives as they can change without warning.*

MK MYTHOLOGIES

9% **0** GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD

This could only be less enjoyable if it squirted sulphuric acid into your face.



TOP TIP *Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.*

MONACO GRAND PRIX



87% **4** Ubi Soft • £40 • 1/2 players • rumble Pak • controller pak • Issue 27 • JB



Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MORTAL KOMBAT 4

84% **4** GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

The best version of *MK* yet.



TOP TIP *On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.*

MORTAL KOMBAT TRILOGY

34% **1** GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP *Beat 8-Player Kombat and you can select Shoa Kahn's Lost Treasures.*

MULTI RACING CHAMPIONSHIP

71% **2** Ocean/Imagineer • £30 • 1/2 players • controller pak • Issue 8 • JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

TOP TIP *Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.*

TOP OF THE FLOPS

If you see any of this lot coming towards you, run for your life. It's the games you can't even give away.





BE AFRAID

Times they are a'changing on the N64 – cute and cuddly has made way for a hefty dose of dark and gruesome. Here, then are five moments in games that have had us all – even Martin – cowering behind our consoles.

1 

SHADOWMAN
The moment Jack the Ripper jumps on your back.

2 

CASTLEVANIA
Rosa and her disturbing blood-filled watering can.

3 

MARIO 64
The eerie goings on in the ghost house.

4 

ZELDA 64
The spider children and their spooky faces.

5 

PILOTWINGS 64
The human cannonball music which gave Wil nightmares.

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 players ● controller pak ● Issue 14 ● TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.*

NAGANO WINTER OLYMPICS

32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.



To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NASCAR '99

59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP *When you get bored of driving round in circles, go to bed.*

NBA COURTSIDE

90% 4 Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak on cart ● Issue 18 ● MK





Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP *Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.*

NBA JAM '99

83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*, *Jam* is nevertheless good value.



Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Lacking *Courtside*'s moves and *Jam*'s sense of humour, *Live* is the poor man's basketball game.



NBA PRO '98

71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.



To improve your chances of landing free throws, simply tap Up on the controller a few times. It really is that easy.

NHL PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the *Wayne Gretzky* series.

TOP TIP *Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.*

NBA PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Konami ill-advisedly take a break from *ISS* brilliance to tackle basketball. The results are painfully average.

TOP TIP *Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?*

NFL BLITZ

87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK





Arcade-style American football. Fast play with plenty of scraps and a customisable Editor.



At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QUARTERBACK CLUB '98

86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT





It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.



Check out our comprehensive five-page guide to Yank-thrashing in N64/12. • Full list of cheats in N64/19.

NFL QUARTERBACK CLUB '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK





Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.



To turn the players into wobble bellied gutlords, enter the code MRSHMLLW. For constant injuries enter HSPTL.

NHL '99

74% 4 EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.



Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).

NHL BREAKAWAY

62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nothing original. Nothing here that that hasn't been done better in *Gretzky*.



Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

NHL BREAKAWAY '99

64% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim that never comes close to challenging *Wayne Gretzky*.

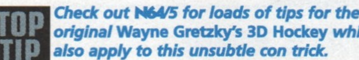


Catch those magic replay moments by zooming in on an individual player with the D-pad.

OLYMPIC HOCKEY

60% 1 GT ● £25 ● 1-4 players ● controller pak ● Issue 15 ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.



PENNY RACERS

58% 2 T•HQ ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 25 ● MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP *Take your £40 down to HMV and steer clear of this tripe.*

PILOTWINGS 64

89% 5 Nintendo ● £20 ● 1 player ● on cart ● Issue 1 ● TW



A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.



The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

PREMIER MANAGER 64

82% 4 Gremlin ● £40 ● 1 player ● on cart ● Issue 31 ● TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.



Remember to re-adjust your squad every time you play. Unfortunately PM64 takes it upon itself to rearrange things when your back's turned.

QUAKE 64

79% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 15 ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.


TOP TIP *Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.*

QUAKE II

90% 4 — Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● MG



The one-player game is a little outdated but the multiplayer is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 00LC 0L0R S??? as a password.*

RAKUGA KIDS

80% 4 — Konami ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 22 ● MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.


TOP TIP *If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.*

RAMPAGE WORLD TOUR

54% 1 — GT ● £45 ● 1-3 players ● controller pak ● Issue 16 ● MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.


TOP TIP *Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.*

RAMPAGE 2 UNIVERSAL TOUR

22% 0 — Midway ● £40 ● 1-3 players ● rumble pak ● controller pak ● Issue 29 ● MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could possibly waste your money on.

TOPTIP *To get all the characters enter N0T3T at the password screen.*

ROBOTRON 64

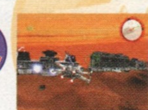
75% 2 — GT ● £50 ● 1/2 players ● controller pak ● Issue 12 ● JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP *At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.*

ROGUE SQUADRON

85% 4 — Lucas Arts ● £50 ● 1 player ● cart ● rumble pak ● expansion pak ● Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives. An infinite amount!*

RUSH 2 Extreme Racing USA

73% 4 — GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP *Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.*

SAN FRANCISCO RUSH

82% 3 — GT ● £25 ● 1/2 players ● rumble pak ● controller pak ● Issue 11 ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP *To turn your car into a mine, press Right-C Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.*

SCARS

79% 3 — Ubi Soft ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

TOP TIP *When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.*

SHADOWGATE 64

43% 2 — Kemco ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 31 ● JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.


TOP TIP *To defeat Belezar, put the dragon eye on the fake Staff of Ages. To defeat the Warlock Lord, put the Staff of Ages and the ring in the hands of the statue of Lord Jair.*

SHADOWMAN

93% 5 — Acclaim ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 32 ● JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.


TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 — Nintendo/LucasArts ● £40 ● 1 player ● on cart ● Issue 1 ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.


TOP TIP *On the Jedi difficulty setting, the Wampas will be your friends if you get all the challenge points. They follow you around and kill enemies!*

SILICON VALLEY

91% 5 — Take 2 ● £50 ● 1 player ● on cart ● Issue 22 ● MK


The most original console game ever. A breathtakingly clever and supremely playable platformer.

TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SOUTH PARK

73% 3 — Acclaim ● £40 ● 1-4 players ● rumble pak ● Controller pak ● expansion pak ● Issue 25 ● JA

Monotonous and basic first person shooter.

TOP TIP *Enter BOBBYBIRD as your password to unlock absolutely everything.*

SNOWBOARD KIDS

86% 4 — Nintendo/Atlus ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JA


Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!

TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

STARSHOT Space Circus Fever

68% 2 — Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 22 ● JP

A 3D platformer that's been pre-dated by *Banjo*.


TOP TIP *Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.*

STAR WARS EPISODE 1: RACER

88% 5 — Nintendo ● £50 ● rumble pak ● 1/2 players ● expansion pak ● on cart ● Issue 30 ● MK


Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting the Start Game option and you'll be treated to a cut scene showing your racer trading insults with the course favourite.*

SUPERMAN

14% 0 — Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 31 ● TW

Fortunately games are rarely this dull. Staggeringly inept, *Superman* is virtually unplayable. DO NOT, repeat, DO NOT buy this.


TOP TIP *Level Select: After saving your game, hit reset, go to load game and when it asks you to put in the rumble pak, hold L + B for a few seconds and while holding them hit A.*

SUPER MARIO 64

96% 5 — Nintendo ● £50 ● 1 player ● on cart ● Issue 1 ● ZN


Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

RACY

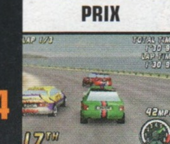
For a long time the N64 lacked any decent racers but that's all changed, now. If you fancy feeling the breeze blast through your barnet then get a load of these...

1 
WORLD DRIVER CHAMPIONSHIP

2 

F1 WORLD GRAND PRIX

3 
MONACO GRAND PRIX

4 
TOP GEAR RALLY

5 
V-RALLY

GO! GO!

READER'S CHART

Craige Ware from Wolverhampton sent us his top five. A copy of South Park's on its way to him.



YOUR CHART HERE

Want to see your name and your N64-related top five list in print? Write to: Readers' charts, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

TETRISPHERE

69% 3 — Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

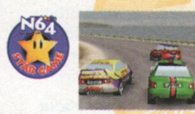
Confusing, complicated and frustrating.



Type in the word VORTEX on the password screen, then press and hold the Reset button for a strange animated sequence.

TOP GEAR RALLY

86% 4 — Nintendo/Boss • £40 • 1/2 players • controller pak • Issue 8 • JD


Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.

TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR OVERDRIVE

79% 3 — Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP *Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.*

TUROK Dinosaur Hunter

91% 4 — Acclaim • £30 • 1 player • controller pak • Issue 1 • TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!

TOP TIP *• Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2 Seeds of Evil

95% 5 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 21 • TW



A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TWISTED EDGE

60% 2 — Nintendo • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

An amateur snowboarding outing. Just competent.

TOP TIP *Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!*

VIRTUAL POOL 64

77% 4 — Interplay • £40 • 1/2 players • controller pak • Issue 26 • MG

Surprisingly playable pool sim.



To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.

VIGILANTE 8

74% 3 — Activision • £40 • 1/4 players • controller pak • expansion pak • Issue 28 • JB

Average *Twisted Metal* clone, with a few nice touches and a few moments of utter tedium.



Use the password JTBT7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable a hi-res mode.

V-RALLY 99

90% 5 — Infogrames • £40 • 1/2 players • rumble pak • controller pak • Issue 22 • JA


Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% 1 — Nintendo • £40 • 1-4 players • rumble pak • controller pak • Issue 21 • TW

It's golf, but golf that looks like it's been through a meat processor.



On any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.

WAR GODS

46% 0 — GT • £25 • 1/2 players • No backup • Issue 7 • JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.



To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.

WAVE RACE 64

90% 5 — Nintendo • £30 • 1/2 players • on cart • Issue 2 • ZN



Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK 64*.



To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WAYNE GRETZKY'S 3D HOCKEY

75% 3 — GT • £25 • 1-4 players • controller pak • Issue 6 • TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.



Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.

WAYNE GRETZKY'S 3D HOCKEY '98

70% 3 — GT • £25 • 1-4 players • controller pak • Issue 16 • MK

When all's done and dusted, is it really different enough to warrant buying? No.

TOP TIP *Issue 11 featured a guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.*

WCW/NWO REVENGE

75% 3 — T•HQ • £50 • 1-4 players • rumble pak • on cart • Issue 22 • MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.



During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.

WCW vs NWO WORLD TOUR

70% 2 — T•HQ • £50 • 1-4 players • rumble pak • controller pak • Issue 12 • TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.



Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.

WETRIX

74% 3 — Ocean • £30 • 1/2 players • controller pak • Issue 15 • JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.



Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.

WIPEOUT 64

88% 5 — Midway • £45 • 1-4 players • rumble pak • on cart • Issue 23 • TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.

TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 — EA • £40 • 1/4 players • Controller pak • Issue 16 • JA

FIFA as *FIFA's* always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

TOP TIP *Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.*

WORLD DRIVER CHAMPIONSHIP

91% 5 — Midway/Boss • £40 • 1/2 players • rumble pak • controller pak • Issue 32 • JB


It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *All cars and tracks: Begin a new championship mode and enter RACES THE BEST as a name. Then press Left, Right, Right, Left, Down, Up at the next screen.*

WWF ATTITUDE

88% 4 — Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 32 • MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in the create-a-player mode, win the WWF title as Mankind in challenge or career mode under the normal or hard difficulty setting.*

WWF WARZONE

85% 4 — Acclaim • £50 • 1-4 players • rumble pak • controller pak • Issue 19 • MK




A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.*

YOSHI'S STORY

86% 5 — Nintendo • £40 • 1 player • rumble pak • on cart • Issue 15 • TW




Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the '?'.*

Import releases
(not yet released in UK)

64 O-SUMO

90% 4 — Bottom Up • 1/2 players • rumble pak • controller pak • Issue 11 • ME



Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% 2 — Human • 1/2 players • rumble pak • controller pak • Issue 16 • TW

Unusual and quirky but there are no proper objectives and no real challenge. Looks great, plays boringly.

A BUG'S LIFE

62% 2 — Activision • 1 player • rumble pak • controller pak • Issue 31 • JB

A great movie. A basic, primitive platformer. No surprise there, then, eh?

AUGUSTA MASTERS '98

40% 1 — T&E Soft • 1-4 players • rumble pak • controller pak • Issue 14 • JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% 0 — Hudson • 1 player • rumble pak • controller pak • on cart • Issue 20 • JP

Cheap and nasty mixture of simplistic shooting games.

BOTTOM OF THE NINTH

44% 2 — Konami • 1/2 players • controller pak • on cart • Issue 30 • TW

Baseball with none of the hi-res majesty of Acclaim's *All Star* games. Truly unremarkable.

CHORO Q 64

56% 1 — Takara • 1-4 players • rumble pak • controller pak • Issue 20 • MK

Painfully slow clockwork racer. Tedious.

DENRYU IRA IRA BOU

65% 2 — Hudson • 1/2 players • Issue 12 • JN

Denryu is a console-based version of the game at fetes with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% 4 — Athena • 1-4 players • rumble pak • on cart • Issue 19 • MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% 1 — Epoch • 1 players • controller pak • on cart • Issue 2 • TW

A slightly confusing and all-too-tedious *Mario* clone.

DORAEMON 2

52% 2 — Epoch • 1 player • on cart • Issue 26 • JB

The world's favourite blue atomic cat returns in another brief, mildly diverting *Mario* clone for the younger player.

FAMISTA 64

68% 1 — Namco • 1-4 players • controller pak • Issue 11 • TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FIGHTING FORCE

26% 1 — Core/Crave • 1-2 players • controller pak • rumble pak • Issue 31 • JB

A shocking conversion of a rubbish PlayStation game.

FOX COLLEGE HOOPS

25% 0 — Fox Interactive • 1/2 players • controller pak • rumble pak • Issue 26 • TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GET A LOVE PANDA LOVE UNIT

??% 2 — Hudson • 1 player • on cart • rumble pak • Issue 26 • TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwrrr...

GLORY OF ST. ANDREWS

58% 0 — Seta • 1-4 players • on cart • Issue 1 • TW

The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% 2 — EA • 1-4 players • controller pak • rumble pak • Issue 26 • TW

A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2

82% 5 — Pack In Soft • 1 player • controller pak • Issue 28 • MK

Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% 1 — Video System • 1 player • controller pak • Issue 7 • JD

The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-razy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% 1 — Imagineer • 1-4 players • controller pak • Issue 8 • TW

What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% 0 — Hudson • 1/2 players • controller pak • Issue 10 • TW

Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT STRIKER

89% 3 — Konami • 1-4 players • controller pak • Issue 1 • TW

Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% 0 — Take 2 • 1-3 players • controller pak • Issue 16 • MK

Less a game, more a vile disease.

JIKKYOU WORLD CUP '98

91% 4 — Konami • 1-4 players • controller pak • Issue 18 • TW

ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% 1 — Imagineer • 1-4 players • on cart • Issue 1 • TW

The deformed players are funny for a bit but the slow runners and skilful CPU will eventually get you down.

KIRATTO KAIKETSU

60% 2 — Imagineer • 1-4 players • controller pak • Issue 25 • TW

Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56% 3 — Natsume • 1 player • on cart • rumble pak • Issue 26 • JB

One of those fishing RPGs the Japanese adore.

LET'S SMASH

67% 3 — Hudson • 1-4 players • rumble pak • controller pak • Issue 23 • TW

Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

MAGICAL TETRIS

59% 2 — Capcom • 1/2 players • on cart • rumble pak • Issue 26 • JA

Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65% 1 — Koei • 1-4 players • controller pak • Issue 3 • JD

If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% 2 — Konami • 1-4 players • on cart • controller pak • Issue 1 • WO

More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% 4 — Nintendo • 1-4 players • rumble pak • Issue 18 • MK

Fast paced baseball action with players who must have fallen out of the ugly tree.

MARIO GOLF 64

90% 5 — Nintendo • 1-4 players • on cart • rumble pak • GB pak • Issue 31 • MK

It might be golf, but Mazza and his mates are in it and we love it.

NEXT GEN

With all this talk of Nintendo's next generation machine we've been pondering on the games we'd like to see in 128-bit. Here, then, is our top five Dolphin wish list.

1. PERFECT DARK 2
2. SUPER MARIO GALAXY
3. PILOTWINGS CONTINENTAL
4. HYPER MARIO KART
5. SCHOOL DAZE 3

MOVIE SMASH

Seems to be a bit of trend at the moment but a hot movie licence doesn't necessarily mean a great N64 game. In fact, there's only really been one success story – the sublime GoldenEye. The rest are, quite plainly, pants.

1 
GOLDENEYE 007


2 MISSION: IMPOSSIBLE
3 SUPERMAN
4 A BUG'S LIFE
5 RUGRATS

NIGHTMARE CREATURES
57% 1 Activision ● 1 player ● rumble pak ● controller pak ● Issue 25 ● MK

Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE
21% 0 Midway ● 1/2 players ● rumble pak ● controller pak ● Issue 19 ● JA

Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64
12% 1 Hewia ● 1 player ● Issue 13 ● TW

Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU
75% 3 Nintendo ● 1 player ● rumble pak Issue 25 ● ME

With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POCKET MONSTERS SNAP
80% 4 Nintendo ● 1 player ● rumble pak ● on cart ● Issue 29 ● MG

Innovative and unusual Pocket Monsters tie-in involving a photo safari in the land of sweet furry creatures.

POKÉMON STADIUM 2
83% 4 Nintendo ● 1-4 players ● on cart ● GB pak ● Issue 32 ● MK

Way too difficult unless you're fluent in Japanese but it should be with us come March and it's going to be huge.

POWER LEAGUE 64
42% 0 Hudson ● 1/2 players ● controller pak ● Issue 7 ● JA

This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4
54% 2 Konami ● 1/2 players ● controller pak ● Issue 3 ● TW

This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5
78% 3 Konami ● 1-4 players ● controller pak ● Issue 17 ● MK

Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64
80% 3 Compile ● 1/2 players ● on cart ● Issue 10 ● ZN

You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000
83% 3 Imagineer ● 1 player ● controller pak ● Issue 13 ● JP

Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS
90% 5 Nintendo ● 1-4 Players ● on cart ● rumble pak ● Issue 26 ● JB

Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2
80% 4 Atlus ● 1-4 Players ● controller pak ● rumble pak ● Issue 28 ● JA

Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER
71% 3 Imagineer ● 1/2 Players ● controller pak ● on cart ● rumble pak ● Issue 26 ● JA

Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER
62% 1 Hudson ● 1 player ● rumble pak ● on cart ● Issue 19 ● MK

Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER BOWLING
72% 4 Athena ● 1-4 players ● controller pak ● rumble pak ● Issue 30 ● MG

Rather good straight bowling action with plenty of cool little extras. PAL version soon, please!

SUPER ROBOT SPIRITS
58% 2 Banpresto ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● MK

The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA
78% 4 Konami ● 1-4 players ● controller pak ● Issue 15 ● TW

Another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64
79% 4 Bandai ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JN

A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64
42% 1 Seta ● 1-4 players ● on cart ● Bio pak ● Issue 26 ● JA

Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD
49% 1 Hudson ● 1-4 players ● Issue 12 ● DM

A tedious old wrestling sim.

TRIPLE PLAY 2000
50% 2 EA ● 1-4 players ● rumble pak ● controller pak ● Issue 29 ● MG

Inferior baseball game from the kings of inferior sports efforts. Will no doubt sell millions in the US of A.

TRUMP WORLD
21% 1 Bottom Up ● 1-4 players ● on cart ● Issue 21 ● MG

Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS
76% 3 Titus ● 1/2 players ● rumble pak ● on cart ● Issue 18 ● TW

Just what your N64 has been waiting for – a chess sim…

WCW NITRO
42% 1 THQ ● 1-4 players ● controller pak ● Issue 27 ● JP

A third-rate conversion of an already ropey PlayStation game. Avoid like True Evil itself.

WHEEL OF FORTUNE
17% 0 Gametek ● 1-3 players ● rumble pak ● Issue 11 ● TW

Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2
55% 2 Enix ● 1 player ● controller pak ● Issue 1 ● WO

Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

cut out and send



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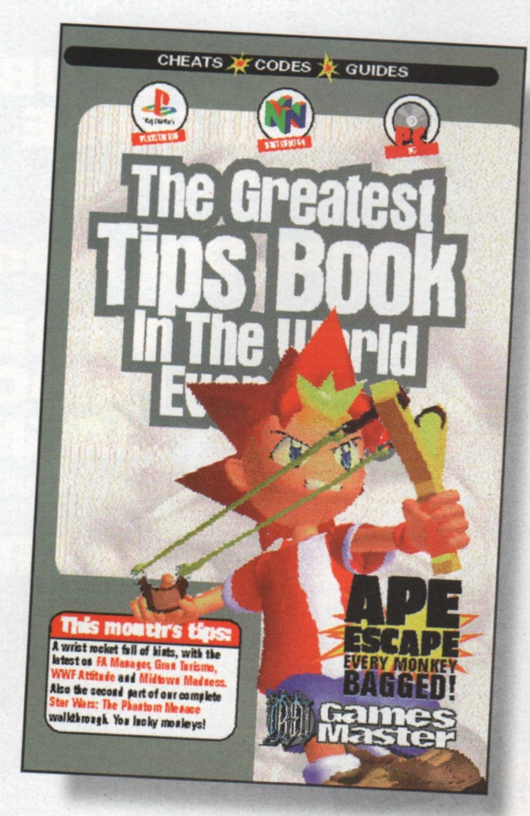
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- POKEMON SNAP (N64)
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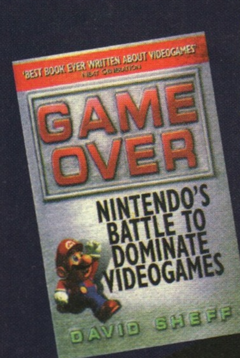
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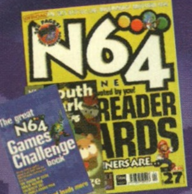
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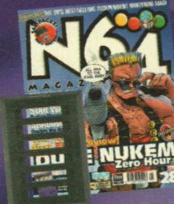
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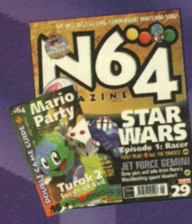




ISSUE 27
Reader Awards Edition
You voted and we took note. The results of the 1999 **N64** Magazine are all here. There's also reviews of *Mario Party*, *Castlevania*, *WCW Nitro* and *Monaco GP*. ● Because we're very kind there are two free books with this issue. Don't miss out on guides for *South Park* and *WCW Revenge* or the Great **N64** Games Challenge book.



ISSUE 28
The Duke Nukem Edition
We were the first magazine in the *world* to review *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode 1: Racer* and *Command and Conquer*.
● And if all that wasn't enough, we gave away another games rack FREE! Remember, you can't buy these in the shops.



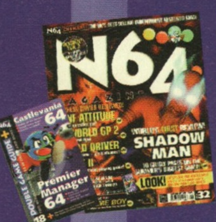
ISSUE 29
The Star Wars Edition
We had the first play of *Star Wars Episode 1: Racer* plus new pics of Rare's blockbuster *Jet Force Gemini*. We also tipped *Duke Nukem: Zero Hour*, *Monaco Grand Prix* and *Castlevania*.
● The Double Game Guide + provided a complete walkthrough for *Turok 2* and extensive tips on multiplayer smash *Mario Party*.



ISSUE 30
The Perfect Dark Edition
It's going to be bigger than *GoldenEye* and we had 60 new pics and an exclusive Q&A with Rare. Plus latest news and shots on *Resident Evil 2*, *Jet Force Gemini*, *Donkey Kong 64* and *Quake II* and a huge review of the fantabulous *Star Wars Episode 1: Racer*. ● Issue 30 also came with an exclusive **N64** keyring. Don't miss out!



ISSUE 31
The Premier Manager Edition
An exclusive review of the N64's first footy management sim, plus details of two new *South Park* games, and four pages of new *Perfect Dark* shots. Latest news on *Armorines* plus six pages of tips for *Episode 1*.
● The DGG+ had a complete playing guide for *Castlevania* and tips for *Premier Manager 64*.



ISSUE 32
The Shadowman Edition
The first ever review of this grisly action adventure, plus reviews of *WWF Attitude*, *World Driver* and *Quake II*. We also took a closer look at forthcoming scare-'em-up *Resident Evil 2*. Don't miss it!
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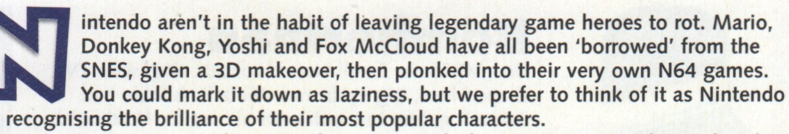


Missing in Action

Whatever happened to the heroes? We hunt down 12 forgotten videogame stars.

By Mark Green (PI)

Brekkie pics by Rick Buettner (the most important pic of the day).



Nintendo aren't in the habit of leaving legendary game heroes to rot. Mario, Donkey Kong, Yoshi and Fox McCloud have all been 'borrowed' from the SNES, given a 3D makeover, then plonked into their very own N64 games. You could mark it down as laziness, but we prefer to think of it as Nintendo recognising the brilliance of their most popular characters.

But not every videogame character is so lucky. For every game hero who's been hand-picked for N64 stardom, there are two or three left floundering in the past. Whether it's because they're deemed unpopular, badly-designed, old-fashioned or downright ugly, there's a host of game heroes who've yet to make their N64 debut.

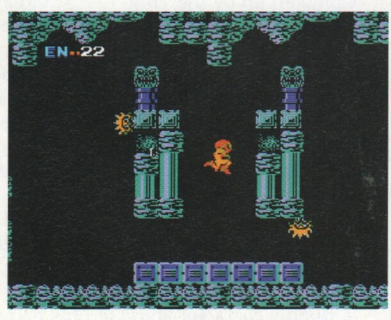
So, we've turned private investigator and tracked down the 12 old game characters who are most conspicuous by their absence on the N64, and found out how likely they are to make a spectacular return. Here's what we discovered…

Samus

Description: **Tall, muscular. Wears orangey armoured suit with giant shoulderpads. Surprise lady hidden inside. Curls up into a ball, whips out laser and murders flying aliens.**

Last seen: ***Super Metroid* (SNES, 1993), side-scrolling platform shoot-'em-up. Guest appearance in *Super Smash Bros* (N64).**

So where is she?: The good news is that Samus is on her way back; Miyamoto has dragged her from the box in Nintendo's attic and dusted her off, ready for inclusion in *Metroid 64*. The *really* good news is that the game engine from *Zelda* will be used to create the game. It's a logical move – the *Metroid* games are very *Zelda*-like, with progression depending on the objects and abilities in your possession – and it guarantees a mammoth and great-looking game. No release date has been confirmed yet, but EAD, Nintendo's main development team, are slaving over hot slabs of code as we speak.



It wasn't until the very end of NES Metroid that it was revealed that Samus was a lovely lady.

Kirby

Description: **Pink balloon with a face, two legs and fins. Blushes. Sucks air, swallows enemies and floats around in the sky a bit. Cute.**

Last seen: ***Kirby Super Deluxe* (SNES, 1996), a horizontally-scrolling platformer with Kirby gobbling up bad guys. Guest appearance in *Super Smash Bros* (N64, 1999).**

So where is he?: Kirby was originally set to star in proposed N64 launch title *Kirby's Air Ride*, which would have seen the pink ball hovering around a 3D landscape on a surfboard. Sadly, the developers re-designed the chubby hero with a backwards baseball cap, at which point Shigsy ordered the game to be started again from scratch. It all went quiet until this year's E3 show, where a short video clip showed Kirby scampering around a *Yoshi's Story*-style 2D platforming world and acting like he'd never been away. Unless Mr Miyamoto demands another re-write, we can expect the finished *Kirby 64* by next year.



Kirby's Tee Shot on the SNES – crazy golf for the Kirby generation.

Pac Man

Description: **Rotund yellow ball with big mouth and pinocchio nose. Frighteningly pointy eyebrows. Claims to be haunted by ghosts. Takes pills. Continually lost in mazes.**

Last seen: ***Pac in Time* (SNES, 1995), a generic 2D platformer with Pac sent back in time 20 years.**

So where is he?: After a long absence from the videogame world, Pac Man's making a heroic comeback. 3D platformer *Pac Man World* is due out shortly on the PlayStation, and Namco have commented, "we are looking into making versions of the game for other platforms, but we can't elaborate at this time". Another Pac fact: Hasbro have purchased the rights to the original *Pac Man* and *Ms Pac Man* games, so there's a good chance of seeing a version of the creaky 1982 titles on the N64 or Game Boy.

Pac Man used to be the king of the world, now he's reduced to shamelessly aping Mario.



Mega Man

Description: **Small, wide-eyed child with super-gelled spiky hair. Absorbs enemy powers. Wears blue battle suit and pants on the outside. Left arm replaced with laser-o'-hurt.**

Last seen: ***Mega Man X3* (SNES, 1994), a side-scrolling platformer choc-a-block with running, jumping and shooting.**

So where is he?: The spunky bionic kid certainly hasn't disappeared completely – the PlayStation has already played host to a robot-packed 3D update. *Mega Man* is the property of Capcom and they've recently committed to a whole series of Nintendo titles, which *could* include a *Mega Man* title. In fact, as the president of Capcom said himself, "*Mega Man* would make a great N64 game!". Prospects aren't bad, then, for a dramatic comeback.

Two faces of Mega Man: old skool 2D and spanking new 3D.

GO! GO!



EXIT STAGE LEFT

The game characters who we'd prefer never to see again.

Cool Spot

Conjured up by the good folk at Virgin, Cool Spot was exactly what you'd expect – a red spot, wearing shades and strutting around like the Fonz. He swung a yo-yo around long after they'd stopped being cool.



Soccer Kid

A terrible character and a terrible game. This idiotic child wore a baseball cap and a horrendous quiff, and was restricted to killing enemies with his football. Rubbish.



Zool

Billed as a 'Sonic for the Amiga', Zool appeared in one game (or was it two?) before swiftly disappearing. Despite claims he wasn't actually an ant, he was precisely that. A ninja ant. Awful.



Teenage Mutant Ninja Turtles

It was a strange period in history that featured a band of bandana-wearing amphibians as national heroes. With Pokémon set to take over the world, they're unlikely to return.



Bubsy

Cocky bobcat who thought the world of himself, and wore a T-shirt but no pants. His PlayStation outing failed miserably, so hopefully we're rid of him for good.



Bomberman

Description: Small violent robotic chap with TV-shaped face. Big eyebrows. Metallic bobble hat. Doesn't get on too well with his mates. Holds and throws bombs despite lack of fingers.
Last seen: *Super Bomberman 3* (SNES, 1995). *Bomberman Hero* (N64, 1998), an uninspiring 3D adventure inexplicably lacking a multiplayer mode.
So where is he?: Bomberman has yet to make a *proper* appearance on the N64, with the frantic multiplayering of the SNES originals intact. The good news, then: Hudson are beavering away on *Bomberman 64 2* for release at the end of this year, with a full complement of multiplayer modes. The bad news: as well as the usual uninspiring one-player platforming nonsense we saw in *Bomberman Hero*, the deathmatches look set to retain the shockingly poor isometric graphics that made the original so little fun. Sigh.



△ *Those big-headed metallic blokes leaving a trail of destruction in Bomberman 3.*

Lemmings

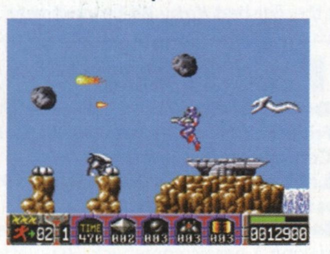
Description: Small suicidal gonk. Wears a blue dress and ill-advised grassy haircut. Incapable of making own decisions. Walks into burning fires and underneath crushers. Dies.
Last seen: *Lemmings 2* (SNES, 1993), an infuriating puzzle game with the aim of saving the unlucky midgets from death.
So where are they?: It looks like the hapless dwarves have fallen off their last cliff. DMA sold the rights to the green-haired fools to Psygnosis, who released two PlayStation titles – a compilation of the two earliest *Lemmings* games, and a dire 3D update. Neither sold particularly well, making further *Lemmings* adventures extremely unlikely. Still, with Psygnosis showing an increasing interest in the N64 (we've seen *Wipeout*, and *Destruction Derby* and *O.D.T.* are on their way), we might yet be watching the Lemmings being bloodied up all over again.

▽ *The Lemmings are dead and buried. Hip, hip...*



Turrican

Description: Angry-looking German. Michael Bolton haircut, Peter Andre pecs. Hefty battle suit and big guns. Contorts into a ball and rolls down hills for a laugh.
Last seen: *Super Turrican 2* (SNES, 1995), side-scrolling platform shoot-'em-up with a mind-melting amount of on-screen action.
So where is he?: If you're blubbing over the disappearance of one of the biggest shoot-'em-up stars of the early '90s, dry your tears – *Turrican* is all set to make a gun-toting comeback on Nintendo's Next Generation Console. *Thornado* was originally planned for the N64 (we previewed it way back in **N64**/9), but according to developers Factor 5 – the people behind the splendid *Star Wars: Rogue Squadron* – the graphics were 'too good' for the N64, forcing them to dive into the Dolphin. Think *Jet Force Gemini* at three times the pace and you'll have some idea of what to expect.



△ *Turrican is on his way back. The Amiga, though, isn't.*

Earthworm Jim

Description: Worm with attitude. Disturbingly muscular. One eye bigger than the other. The only spineless annelid to carry an earwig-sized gun.
Last seen: *Earthworm Jim 2* (SNES, 1996), a side-scrolling platformer with guinea pig-riding moments.
So where is he?: It's easy to forget that Earthworm Jim was a videogame character long before he had his own animated cartoon, but these days he's more likely to be found slithering around inside your TV than on your console. Despite this, the oft-delayed *Earthworm Jim 3D*, which features Jim scampering around four 'zany' worlds, has recently re-appeared in a near-complete state, so don't write the wily worm off just yet.

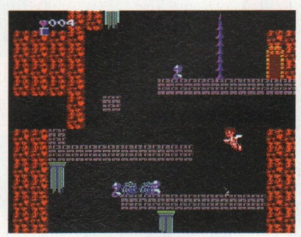
We've been waiting ages for this worm to (re)turn – look out for a review of Earthworm Jim 3D next issue. ▷



Kid Icarus

Description: Small angelic boy. Carries a bow and arrow. Hangs around with the Gods. Doesn't fly too close to the sun or fall out of the sky.

Last seen: *Kid Icarus* (NES, 1988). Vertically-scrolling platformer with the Kid on a mission to defeat Medusa and save "Angel Land".



△ *Look! An angel! It's just like Highway To Heaven. Without the bearded idiot.*

So where is he?: Where he belongs – in videogame heaven. Being a weedy angel brat, Kid Icarus failed to capture the public imagination (despite being one of the characters chosen to star in America's Nintendo-based cartoon series, Captain N), and his game wasn't much cop either, nicking loads of ideas and graphics from the superior *Metroid*. However, all manner of ancient characters are being dragged up to star in Nintendo's new games (see the surprise appearance by *Earthbound*'s Ness in *Smash Bros*), so fans of Kid Icarus shouldn't uncross their fingers just yet.

Jetman

Description: Moon-based space chap. Wears white NASA spacesuit circa 1983. Blasts aliens to bits. Drives around in a giant Big Trak.

Last seen: *Solar Jetman* (NES, 1988), a simplistic space-based shoot-'em-up.

So where is he?: Wondering who this little man is? The original *Lunar Jetman*, a single-screen shoot-'em-up, was published on the Spectrum back in 1983 by Ultimate – a company which later went on to call itself Rare. The spaceman's appearance in the NES title *Solar Jetman* makes him one of the few Rare characters to survive beyond the Spectrum days – so we reckon there's a higher-than-average chance of him blasting his way back onto Nintendo. With *Jet Force Gemini* demonstrating that frantic bug-blasting is back in vogue in Twycross territory, Jetman would fit comfortably into Rare's release schedule. Watch this space.



Solar Jetman on the NES – one of the most frustrating games we've ever played. We smashed our NES to bits, in fact. ▷

Kamek (Magikoopa)

Description: Bloke in a cloak, and Yoshi's most incompetent enemy. Scoots around on a broomstick. Weaves colourful magical rainbows. Messes up.

Last seen: *Yoshi's Island* (SNES, 1996), attempting to thwart the loveable dinosaur and failing miserably.

So where is he?: Despite Miyamoto's tendency to borrow characters from his older games, we haven't heard a squeak from Magikoopa since his appearance as Baby Bowser's sidekick in *Yoshi's Island*. In fact, he *was* set to re-appear in *Mario Kart 64*, before Donkey Kong replaced him as the game's third evil driver (take a look at the picture in **N64**/32's Club 64). Baby Mario's appearance in *Mario Golf* suggests that the events and characters from *Yoshi's Island* are on their way back, so there's nothing to say that Kamek's worried fizog won't be popping up again in the near-future. In fact, we've already glimpsed him in a screenshot of the upcoming *Super Mario Adventure*.



◁ *He cries, he shouts, and presumably he changes Baby Bowser's nappies. Pity poor Kamek.*

Bonk

Description: Prehistoric child. Big head. Head-butts anyone who gets in the way. Eats kebabs and grows to the size of a small skyscraper. Cries when he hurts himself.

Last seen: *Super Bonk's Adventure* (SNES, 1994), side-scrolling platformer with a host of stone-age nasties succumbing to Bonk's head smack.



△ *BC Kid – the boy who makes dinosaurs cry. Horrible little brat.*

So where is he?: Lost in the mists of time. Bonk enjoyed a popular period on the SNES, but was quietly hidden behind the sofa when developers Hudson came up with the far more profitable *Bomberman* series. The young caveman's only recent appearances have been a result of Hudson programmers slipping him into *Bomberman* titles as a secret character (his shiny bald bonce popped up in the excellent Saturn *Bomberman*), so keep an eye out when *Bomberman 64 2* appears later this year.

BACK ONCE AGAIN

The most popular Nintendo-based characters, and when they're set to return.

Yoshi

Although *Yoshi's Story* wasn't that well-received in its Japanese homeland, the cuddly dinosaur is still far too popular to be chucked into the bin. Expect more 2D platforming in two or three year's time.

Goemon

The *Mystical Ninja* legacy is set to continue, despite the recent 2D disappointment of *Goemon 2*. Hopefully we'll see a return to the tried-and-tested platform/RPG combo.

Fox McCloud

Lylat Wars was a real labour of love for Shigsy, but Nintendo consoles seem to be restricted to one *Starfox* game each. *Lylat Wars II* on Project Dolphin, perhaps?

Wario

Mario's arch-enemy seems happy to confine his adventuring to the Game Boy, but he's bound to make the crossover to N64 (or Project Dolphin) sooner or later.

Banjo-Kazooie

A definite comeback is in the works. *Banjo-Tooie* is the sequel's title, but with *Perfect Dark* and *Donkey Kong 64* taking up most of Rare's time, it could be a while before we see it.



Coming soon in...



REVIEWED!

JET FORCE GEMINI



It couldn't... could it? Oh yes it could! Finally. We've been trying to get our hands on the magnificent *Jet Force Gemini* for months. And fantastically, Rare are now ready to unleash their beast! Which means next month we'll not only bring you the biggest and best review but, also, the world's first tips! Don't miss out...

TIPPED!

SHADOWMAN



Find *absolutely everything* in our staggeringly huge playing guide!



WORLD DRIVER CHAMPIONSHIP

It's out on the 24th – and in N64/34 we'll show you how to complete it!



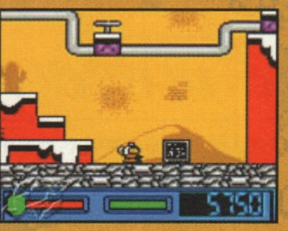
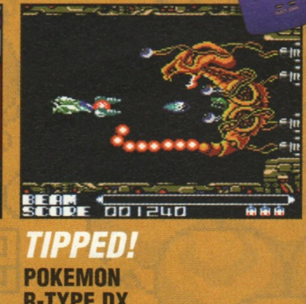




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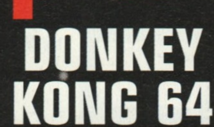




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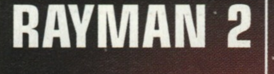
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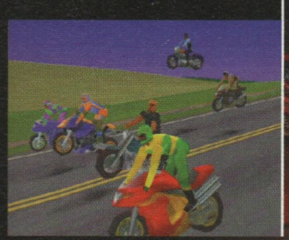


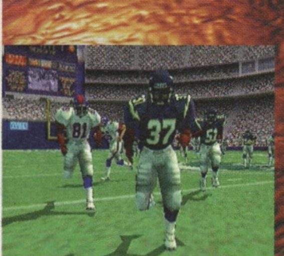


Reviewed!

ROADRASH 64 | RAYMAN 2 | QUARTERBACK CLUB 2000







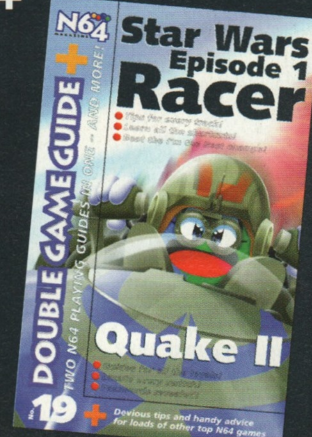
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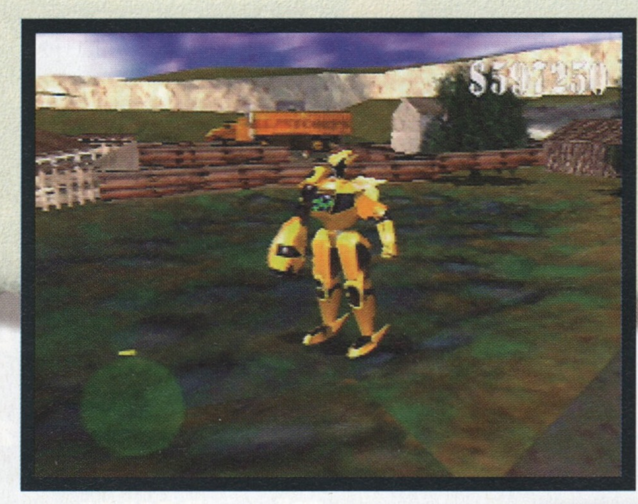
Wish you were here...



A personal journey into the world of exceptional N64 games that have passed without so much as a whimper. This month, the tremendous...

Blast Corps

with Jes Bickham



In no particular order of preference, *Blast Corps* allows you to do the following: pilot giant robots, jump on skyscrapers, save the space shuttle, hurl a dump truck around the Moon, drive the A-Team van and reduce whole cities to nothing but dust and splintered shards of glass. Honestly, how can *anyone* resist it?

Blast Corps was one of the games I looked forward to most in the early days of the N64. Of course, during those halcyon times, circa mid-1997, I'd played *Super Mario 64*, *Pilotwings*, *Wave Race* and *Turok*, and things would never be the same again. But *Blast Corps*... well, it was an unknown quantity. All I knew, before I'd played it, was that it looked brilliant, and sounded fantastic. And I wasn't disappointed.





It's just so imaginative, and so refreshing in its simplicity – "Look, there's a bomb-on-wheels coming. Take this huge transformer and knock down the city it's heading for, eh?" Wonderful indeed, and the fact that the game revolved around smashing things up just made it all the better. There are no guns in it, or enemies, but it's still one of the most addictive and original games I've ever played. And one of the tensest – no other game in recent memory has elicited quite the same terror as when you're trying desperately to knock down a four-storey block of flats with a nuclear missile about four inches behind you.

It has its faults, of course: it's too short, and too many of the levels simply gave you the hideously random Backlash and a lot of buildings to destroy. And then there's Diamond Sands, the single most frustratingly unfair level ever created. But then, there are squillions of sub-levels that involve racing the car from the Dukes of Hazzard, playing pool with explosives and so on, plus a wonderful variety of different destructive machinery, outer-space levels and the quite superb Oyster Harbour, so it all balances out for the better. And, even now, in the days of *Turok 2* and *Zelda*, the graphics are still outstanding, and the music's brilliant, ranging from funk to country hoe-downs to strident, cinematic bombast (you can even hear elements of it in *Jet Force*).



Most shops now sell *Blast Corps* at a knock-down price. If you haven't got it, and you find it on the cheap, please buy it. Along with *Pilotwings 64*, it's one of the N64's 'lost classics'. Smashing.

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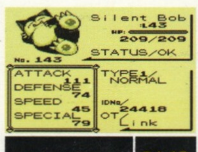
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